AT LAST! PULP HEROES MEETS D20 MODERN!

Poly

Northport: City of Shadows
A Complete Setting for *Pulp Heroes*

Iron Lords of Jupiter
Creating Alien Worlds

Polyhedron 161

RPGA NETWORK

d20 system

PULP HEROES

A Complete Campaign Setting

7 Advanced Classes

plus

6 Occupations

plus

New Feats & Equipment!

POLYHEDRON v.161

First Watch 3

Global Positioning 8, 10, 39

Starships of the Galaxy 12

Mini-Game Flashback: *Pulp Heroes* Goes *d20 Modern* 14

David Noonan

Our first Mini-Game's original author takes us back to the Pulp Era and shows how you can use *Pulp Heroes* in your *d20 Modern* campaign.

The Seedy Streets of Northport 26

David Noonan

Give your Pulp Heroes a home filled with Nazis, robots, and dark secrets.

Iron Lords of Jupiter: Create an Alien World 34

Lizard

Enhance your *Iron Lords of Jupiter* campaign with these world creation tips, vehicles, and monsters.

September 2003
Vol. XVII, No. 6
Issue 102

On the Flipside: *Dan Brereton's* Nocturnals *comic meshes horror, superhumans, and pulp trappings to create an atmospheric world filled with saucy dames, brilliant scientists, and a secret behind every corner. This fall, Green Ronin brings the world of the* Nocturnals *to gamers with* Nocturnals: A Midnight Companion.—Erik Mona

Speaking of Awards...

The ENnie Nominations are In!

If you're a d20 gamer on the Internet, chances are pretty strong you've been to EN World, the planet's largest and most influential d20 System fan site. Last year, the site teamed up with Gen Con to present the ENnies d20 System Awards, and *Dungeon/Polyhedron* was lucky enough to both be nominated and win the award for Best RPG Supplement. While we're not even nominated this year (the criminals!), dozens of deserving d20 System products were selected by a committee of judges, and final winners chosen by public vote will be announced at this year's Gen Con (July 24–27, Indianapolis, IN). By the time this issue hits press it'll be too late to vote, but check out www.enworld.org for a full nominee and winner list!

Best d20 Game

Armageddon 2089 (Mongoose Publishing)
Farscape RPG (AEG)
Mutants & Masterminds (Green Ronin Publishing)
Sidewinder (Citizen Games)
Sláine RPG (Mongoose Publishing)

Best Adventure

The Banewarrens (Malhavoc Press)
Necropolis (Necromancer Games)
Splintered Peace (Atlas Games)
Tales of Freeport (Green Ronin Publishing)
The Vault of Larin Karr (Necromancer Games)

Best Campaign Setting

Dark Inheritance (Mythic Dreams Studios)
Freedom City (Green Ronin Publishing)
Midnight (Fantasy Flight Games)
Nyambe: African Adventures (Atlas Games)
Oathbound (Bastion Press)

Best Setting Supplement

Book of Taverns (Necromancer Games)
Book of the Righteous (Green Ronin Publishing)
The Hornsaw: Forest of Blood (Sword & Sorcery Studios)
Magical Medieval Society: Western Europe (Expeditious Retreat Press)
Requiem for a God (Malhavoc Press)

Best Rules Supplement

Airships (Bastion Press)
Dynasties & Demagogues (Atlas Games)
From Stone To Steel (Monkey God Enterprises)
Heroes of High Favor: Elves (Bad Axe Games)
Toolbox (AEG)

Best Monster Supplement

Liber Bestarius: The Book of Beasts (Eden Studios)
Monsternomicon (Privateer Press)
Monsters of the Endless Dark (Goodman Games)
Plot and Poison (Green Ronin Publishing)
Tome of Horrors (Necromancer Games)

Best Aid or Accessory

Campaign Suite (Twin Rose Software)
Counter Collection III—Modern (Fiery Dragon Publishing)
Gamer's Satchel (Charon Productions)
GM Mastery: NPC Essentials (RPG Objects)
Kingdoms of Kalamar DM Shield (Kenzer & Co.)

ENnies namesake Eric Noah (left) and Ryan Dancey, creator of the d20 License that makes the awards, Polyhedron, and most of the nominees possible.

Best Non-Open Gaming Product

Epic Level Handbook (Wizards of the Coast)
Todd Gamble's Cartographica: Journal of Maps (Green Ronin Publishing)
Fury in the Wastelands: The Orcs of Tellene (Kenzer & Co.)
Spaceship Zero (Green Ronin Publishing)
Unknown Armies 2nd Edition (Atlas Games)

Best Publisher

Bastion Press
Green Ronin Publishing
Malhavoc Press
Necromancer Games
Wizards of the Coast

THE DUNGEONS ARE LOOTED...
THE DRAGONS ARE SLAIN...
THE REALMS ARE FORGOTTEN...
WHAT NOW?

GREEN RONIN PUBLISHING
P.O. Box 1723
Renton, WA
98057-1723
WWW.GREENRONIN.COM

Mindshadows
Psionic Campaign Setting
GRR1402 • 128 pages
MSRP: $22.95

Skull & Bones
Swashbuckling Horror in the Golden Age of Piracy
GRR 1018 • 192 pages
MSRP: $29.95

Testament
Roleplaying in the Biblical Era
GRR1019 • 240 pages
MSRP: $32.95

MYTHIC VISTAS IS GREEN RONIN'S NEWEST LINE FOR THE D20 SYSTEM.

MYTHIC VISTAS

GO BEYOND THE TRADITIONAL CAMPAIGN SETTING AND BREATHE NEW LIFE INTO YOUR GAME!

d20 system

Mythic Vistas, the Mythic Vistas logo, Green Ronin, and the Green Ronin logo are Trademarks of Green Ronin Publishing. 'D20 System' and the D20 System logo are Trademarks owned by Wizards of the Coast and are used with permission.

Release Roundup

It's the end of summer, and that means piles and piles of major game releases from a variety of d20 System publishers. Without further ado, let's take a look at the most promising....

Bad Axe Games

Publishers are finally supporting *d20 Modern*, and among the most interesting recent offerings is *Grim Tales*, a 192-page hardcover sourcebook of high-adventure/low-magic pulp campaigning. Author Benjamin Durbin takes us from the dawn of Atlantis to the apocalyptic future of a dying planet. Packed with rules, optional rules, and "grit," Bad Axe promises a "campaign tool kit" for $34.95.

Green Ronin

Former *Dragon Magazine* Editor Jesse Decker teams up with his replacement Chris Thomasson (who used to do something 'round these parts) to bring us *Bow & Blade*, a guide to creating interesting wood elf characters. The 112-page softcover book includes the usual array of new prestige classes, feats, spells, and monsters, as well as new elven subraces, fighting styles, and dual-grip exotic weapons. We in the office have seen Chris and Jesse's "dual grip," and it's truly a sight to behold. ($19.95)

d20 Modern players will want to consider the *d20 Modern GM's Screen*, a four-panel cardboard shield covered in cool art and useful charts. Designed by the folks from the Game Mechanics (Wizards alums Stan!, JD Wiker, Rich Redman, and Marc Schmalz), the $14.95 screen comes with a 32-page adventure called *Come the Reaping*.

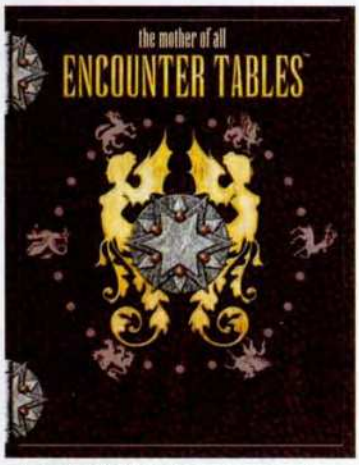
Mystic Eye Games

Mystic Eye takes to the seas, delving deep to provide *Song of the Deep: Under the Sea of Ishamark*, a hardcover campaign guide and sourcebook by Susannah Redelfs, Becky Glenn, Stefon Mears, and Robin Wise.

Under the Deep promises comprehensive rules for underwater adventuring, adventure locales, NPCs, and adventure hooks. Explore the wonders of the Syrenae Reef, a vast tropical city shaped from an extensive coral reef, or seek the Soul-Tempering Baths of Nethelat, hydrothermal vents where living items of unsurpassed power are created. All that for under 35 bucks.

Necromancer Games

Love 'em or hate 'em, random encounter tables can really help out a GM in a pinch, whether dealing with a "surprise" overland journey or simply dashing to prepare a night's



adventure before the gamers arrive. Until now, encounter charts have been belated invitees to the d20 party, but Necromancer Games and new publishing partners Troll Lord Games unite to present *The Mother of All Encounter Tables*, a 128-page book (yes, *book*) of random encounter tables and tips on how to use them in your campaign.

Inside you'll find tables for everything from overland travel to city streets to dungeon corridors. Each table has a different version for day and night, and the book also includes tables to help you generate weather effects, unusual occurrances, and encounters with odd NPCs.

Where does this stuff come from?

You may not be able to find these issues on the newsstand, but both are still available in limited quantities straight from Paizo:

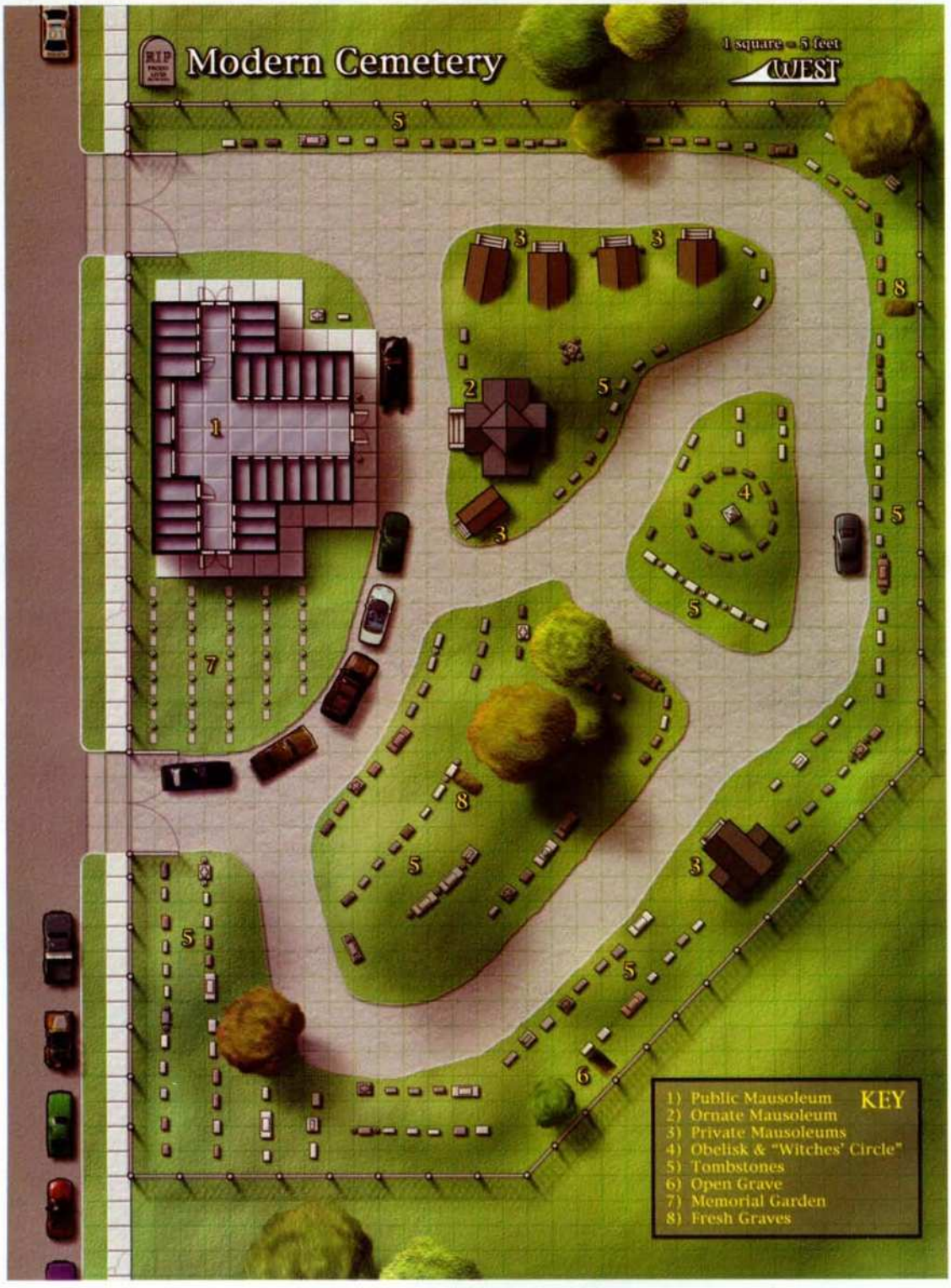
Polyhedron Issue #149: Featuring the original *Pulp Heroes* Mini-Game!

Polyhedron Issue #160: Featuring the original *Iron Lords of Jupiter* Mini-Game!

Get yours today at **www.paizo.com**

Typical Office Floor
Corporate Office Building
1 square = 5 feet
WEST
Ground Floor
KEY
1) Main Entrance
2) Lobby
3) Front Desk
4) Elevators
5) Daycare Office
6) Daycare Center
7) Coffee Shop
8) Utility Rooms
9) Restrooms
10) Walk-in Freezer
11) Walk-in Cooler
12) Kitchen
13) Cafeteria
14) Mail Room
15) Security Desks
16) Stairwell
17) Office Cubicles
18) Supply Rooms
19) Conference Rooms
20) Executive Offices
21) Secretary Offices

Cartography by Christopher West



Starships of the Galaxy

Vanguard-class Heavy Assault Gunship

Cartography and Text by Christopher West,
Illustration by Jeff Carlilse

STAR WARS
ROLEPLAYING GAME

Packed with a disturbingly heavy payload, the *Vanguard*-class heavy assault gunship was designed by the Corellian Engineering Corporation to serve alternately as a capital-ship-busting fighter/bomber or a long-range tactical assault craft. The vessel, which was built with redundant backup systems to help keep it in a fight after taking heavy damage, is equipped with a modest-but-effective hyperdrive to enable hit-and-run strikes against remote targets across the galaxy.

Although the design itself is quite solid, the model failed to catch any lasting popularity in the intergalactic marketplace due to a key logistical problem—the inclusion of several redundant systems and an overabundance of heavy weapons mandated a crew complement of at least six personnel for peak efficiency. An additional six crewmembers are required to man all of the backup stations simultaneously. The need for such a large crew became a huge liability for a vessel built to undertake the most dangerous (and often suicidal) assignments. Military buyers questioned the logic of risking twelve lives aboard one ship when those same individuals could be used to launch a squadron of several smaller fighters and bombers. As a secondary problem, the ship's low maneuverability leaves it vulnerable to enemy fightercraft. To counter this, the gunship typically requires a fighter escort of its own...something that limits its effectiveness on the same long-range missions for which it was intended.

While the *Vanguard* design may not have gotten the attention it deserved when it entered the market during the decline the Old Republic, it later developed quite a loyal following. Throughout the height of the Empire and in the years that follow, the aging ships can often be found in the planetary defense fleets of Outer Rim territories and in the service of several high-profile crime syndicates that use *Vanguards* to attack rival interests.

Corellian Engineering Corporation *Vanguard*-class Heavy Assault Gunship

Class: Fighter
Size: Small (47 meters)
Hyperdrive: x2 (backup x14)
Passengers: 6
Cargo Capacity: 220 kg
Consumables: 2 weeks
Cost: 115,700 (new), 69,500 (used)
Crew: 6 (Skilled +4)
Initiative: +3 (+1 size, +4 crew)
Maneuver: +0
Defense: 21 (+1 size, +10 armor)
Shield Points: 60 (DR 10)
Hull Points: 160 (DR 10)
Maximum Speed in Space: Attack (6 squares/action)
Atmospheric Speed: 1,000 km/h (17 squares/action)
Weapon: Turbolasers (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +8 (+1 size, +2 crew, +5 fire control); **Damage:** 4d10x5; **Range Modifiers:** PB +0, S -2, M -4, L n/a.
Weapon: Blaster Cannons (2 fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +8 (+1 size, +2 crew, +5 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S -2, M -4, L n/a.
Weapon: Proton torpedo launchers (4, 8 missiles each); **Fire Arc:** Front; **Damage:** 9d10x2; **Missile Quality:** Ordinary (+10).

Compartment Key

1. **Command Deck:** This chamber contains the nerve center of the gunship. Six control stations allow all ship systems to be monitored and operated from the bridge: The pilot and mission commander occupy the foremost seats next to the fire control specialists, while the aft stations link into the power and propulsion systems. An extendable boarding ramp descends from a hatch in the floor to allow entrance and egress.
2. **Main Engineering:** Some of the gunship's most vital systems reside in this compartment, including the power generator and impact-reinforced hyperdrive. Turret actuator machinery connects to the ship's dorsal turbolaser through the ceiling, and backup targeting computers allow the weapon to be aimed and fired from this post if the stations on the command deck are damaged or ionized.
3. **Crew Lounge:** This small lounge contains a modest entertainment center to offer the crew some distraction during lengthy hyperspace voyages. The limited dining space requires the crew to eat in shifts, and the room doubles as a tactical planning area for the senior crewmembers. Consumables and other amenities are housed in ceiling compartments and beneath the lounge seats to conserve space.
4. **Refresher:** The small cleansing station in this tiny chamber is only marginally sufficient for a vessel with so many crewmembers. First aid supplies are stored here.
5. **Port-side Engine Room:** An open access point allows technicians to climb around the ship's port-side sublight engine and facilitate emergency repairs, while a control console enables the engine to be operated locally. Networked to its mate in area 10, this computer can be used to pilot the ship in the event of an emergency. Also located in this area is the port-side deflector shield generator.
6. **Port-side Crew Cabins:** Unlike most ships of war, the *Vanguard*-class gunship provides private cabins for each member of the crew. Practical or not, the ship's high risk assessment suggested to the designers that the crew would require private space to prepare, mentally, for the dangers ahead. In actual practice, these rooms see little use aside from sleep... crewmembers usually socialize on the command deck or lounge to stay sharp for battle. On occasions when the ship needs to transport a larger crew, each bed can be converted into a double-bunk for added accommodations.
7. **Port-side Weapon Chamber:** The launching racks of this chamber are loaded with a staggering array of 16 proton torpedoes that can be diverted to either of two connected port-side launch tubes. This system, like its twin in area 8, typically fires a volley from one tube each round while the loading mechanism arms the other, but all tubes can be pre-armed before entering combat, allowing the gunship to fire four proton torpedoes simultaneously or the first round.
8. **Starboard-side Weapon Chamber:** These facilities are identical to those found in area 7. Both chambers also include backup computers that allow the torpedo tubes and fixed-mount turbolasers to be fired locally. On rare occasions, these ships have been modified to fire concussion missiles instead of the standard payload of torpedoes from one or both of these chambers. Such vessels are exceptionally rare and prone to jammed loading systems, but can hide an unexpected punch.
9. **Starboard-side Crew Cabins:** These cabins are identical to those on the port side. (area 6)
10. **Starboard-side Engine Room:** This section mirrors its counterpart on the port side (area 5) in design and function.

Corellian Engineering Corporation
Vanguard-Class Heavy Assault Gunship

KEY

1 square = 2 meters

1. Command Deck
2. Main Engineering
3. Crew Lounge
4. Refresher
5. Port-side Engine Room
6. Port-side Crew Cabins
7. Port-side Weapon Chamber
8. Starboard-side Weapon Chamber
9. Starboard-side Crew Cabins
10. Starboard-side Engine Room

QUEST

Where were the nay-sayers now? Those who had claimed Doktor Zenith's Resurrection Formula would not work would surely tremble at the sight of the horrific form of Überschrek 23!

Pulp Heroes Goes d20 Modern

Written by David Noonan and illustrated by Michael Kaluta, Richard Pace, and Leanne Buckley

E.D. MONA, ESQ. *Editor* J.L. WILSON, *Publisher*

The *Pulp Heroes* d20 Mini-Game (DUNGEON #90) is an ancestor of the *d20 Modern Roleplaying Game*, bringing the d20 rules to bear on such twentieth-century situations as vehicle chases, inventions, and the complexities of modern finances. But *d20 Modern* pushed the envelope farther, adding basic and advanced classes, occupations, and action points—all of which fit the pulp era perfectly.

Now you can have your cake and eat it too; here's all the rules you need to update your *Pulp Heroes* game to use the *d20 Modern* rules as its engine. You'll find updated classes, a few new occupations and feats, and new guns and vehicles to make your fights and chases even more exciting.

Enjoy, and if you're the GM, remember the immortal words of Raymond Chandler: "When in doubt, have a man come through the door with a gun in his hand."

Classes

The following class descriptions convert the base classes of the *Pulp Heroes* Mini-Game into advanced classes for *d20 Modern*. Beginning characters in a *Pulp Heroes* game should start with one of the six base classes described in Chapter 1: Characters in the *d20* MODERN rulebook, then multiclass into an advanced class when they meet the requirements to do so.

Several of the other advanced classes in the *d20 Modern* rulebook are appropriate for a *Pulp Heroes* game, especially the Gunslinger, Daredevil, Infiltrator, Personality, Mage, Acolyte, and Occultist. Characters in a *Pulp Heroes* game tend to make many more saving throws than in many other *d20 Modern* campaigns, however. Accordingly, the advanced classes presented below provide above-average saving throw bonuses.

Explorer

They're the first to go anywhere—from the highest mountains to the center of the earth. Relying on unparalleled bravery and experience gleaned on all seven continents, the Explorer is always seeking out new adventures. Explorer characters might go to the fabled Valley of the Dinosaurs, delve deep into an ancient Mayan ziggurat, or tangle with Nazi scientists over antiquities infused with ancient power.

Select this advanced class if you want to put your ingenuity to the test. You'll have a wide array of skills and the guts to get you through a tough spot.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements

To qualify to become an Explorer, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Skills: Spot 4 ranks, Survival 6 ranks.

Feat: Guide.

Class Information

The following information pertains to the Explorer advanced class.

Hit Die: 1d8.

Action Points: 6 + one-half character level.

Class Skills: The Explorer's class skills are as follows: Balance (Dex), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Drive (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Search (Int), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 7 + Int modifier.

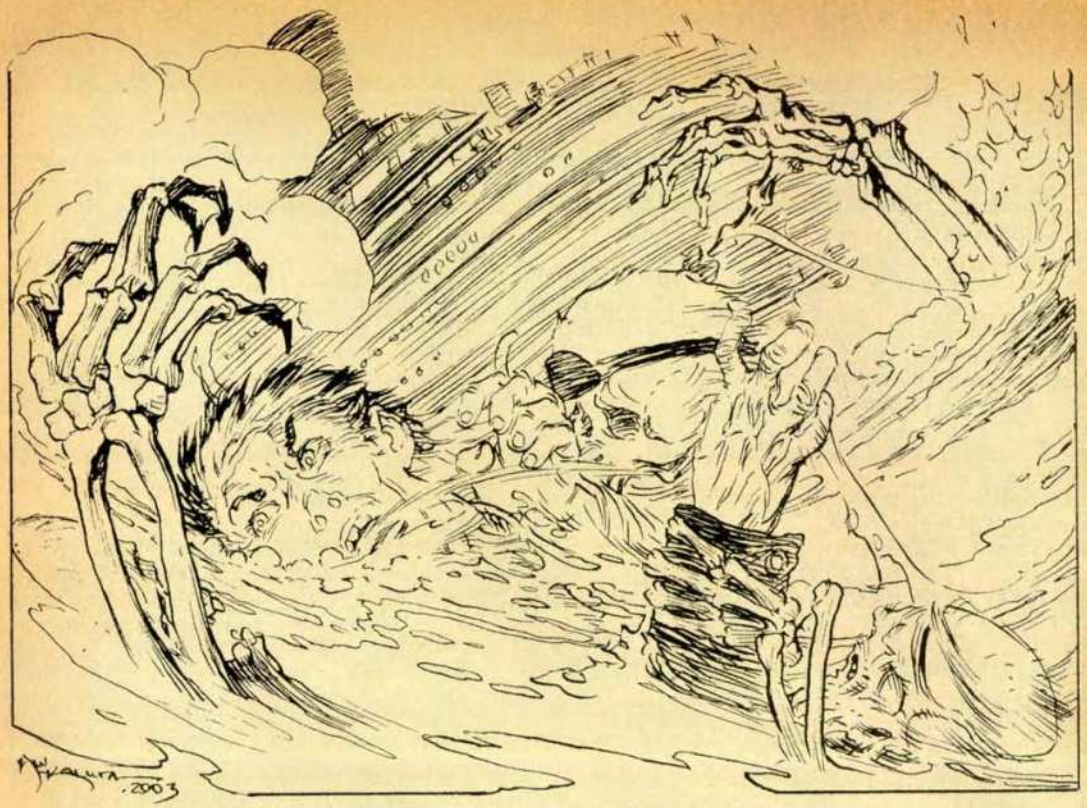
Class Features

All of the following are class features of the Explorer advanced class:

Track: The Explorer gains Track as a bonus feat.

TABLE 1–01: THE EXPLORER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+2	+0	Track	+1	+2
2nd	+1	+3	+3	+0	Trailblazing, sweep	+2	+2
3rd	+2	+3	+3	+1	Endurance, bonus language	+2	+2
4th	+3	+4	+4	+1	Bonus feat	+3	+3
5th	+3	+4	+4	+1	Uncanny dodge 1	+4	+3
6th	+4	+5	+5	+2	Bonus language	+4	+3
7th	+5	+5	+5	+2	Skill mastery	+5	+4
8th	+6	+6	+6	+2	Bonus feat	+6	+4
9th	+6	+6	+6	+3	Bonus language	+6	+4
10th	+7	+7	+7	+3	Sidekick	+7	+5



Reginald cursed the one-eyed gypsy who'd sold him the blood-stained treasure map.
"When I get back to land," he gasped between gulps of salty ice-cold sea air, "there will be Hell to pay!"

Trailblazing: The Explorer can discern the best route through unfamiliar or rugged terrain. When traveling in poor weather conditions or difficult terrain, the Explorer can make a Survival check to save travel time.

With a check result of of 15 or better, the Explorer reduces the total travel time by 25%. With a 25 or better, the time is reduced by 50%. The Explorer can take 10 on this check, but she can't take 20. This ability applies only to long-term travel, not tactical movement.

Travel time is reduced for everyone traveling in the immediate vicinity of the Explorer. An entire expedition caravan of supplies can benefit from an Explorer's trailblazing. Travelers following the Explorer, however, don't benefit and must pass through the terrain normally.

Sweep: An Explorer knows how to size up an area and get the lay of the land in a single sweep of her eyes that often isn't perceptible to those around her. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Explorer (but not behind her). The Explorer can use this bonus at the start of an encounter to look for obvious enemies, alarms, traps, escape routes, and any objects of historical or anthropological interest.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Endurance: The Explorer gains the Endurance feat for free at 3rd level.

Bonus Language: At 3rd level and every third level thereafter, the Explorer learns a new language from her travels. The Explorer can both speak the new language and read it if it has a written form.

Bonus Feats: At 4th and 8th level, an Explorer gets a bonus feat. The bonus feat must be selected from the following list, and the Explorer must meet all the prerequisites of the feat to select it.

Aircraft Operation, Alertness, Animal Affinity, Cautious, Educated, Exotic Melee Weapon Proficiency, Renown, Studious, Vehicle Expert, Force Stop, Vehicle Dodge, Windfall.

Uncanny Dodge 1: The Explorer retains her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (She still loses her Dexterity bonus to Defense if she's immobilized). The Explorer need not have the evasion class feature to have uncanny dodge. If the character already has uncanny dodge 1 from another source (such as the Fast hero's defensive talent tree), she gains uncanny dodge 2 instead.

Skill Mastery: At 7th level, an Explorer selects a number of skills from her class list equal to 3 + her Intelligence modifier. When making a skill check using one of these skills, the Explorer may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so accomplished in the use of these skills that she can use them reliably even under adverse conditions.

Sidekick: At 10th level, an Explorer gains the Sidekick feat (described in the *Pulp Heroes* rules) for free.

TABLE 1–02: THE GANGSTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	Sneak attack +1d6, infamy	+1	+1
2nd	+1	+2	+3	+0	Underworld contact	+1	+1
3rd	+2	+2	+3	+1	Opportunist	+2	+1
4th	+3	+2	+4	+1	Sneak attack +2d6, underworld contact	+2	+2
5th	+3	+3	+4	+1	Bonus feat	+3	+2
6th	+4	+3	+5	+2	Underworld contact	+3	+2
7th	+5	+4	+5	+2	Sneak attack +3d6	+4	+3
8th	+6	+4	+6	+2	Underworld contact	+4	+3
9th	+6	+4	+6	+3	Crippling strike	+5	+3
10th	+7	+5	+7	+3	Sneak attack +4d6, underworld contact	+5	+4

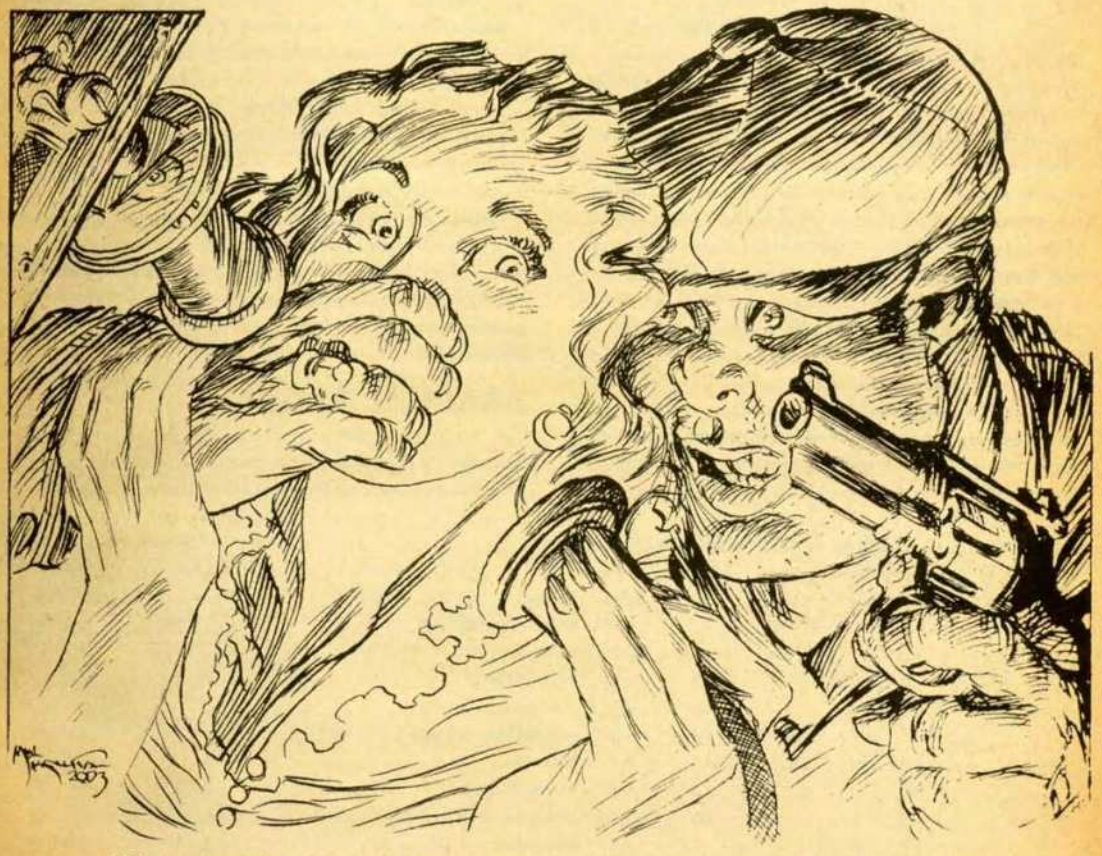
Gangster

You work—or at least you used to work—for the mob. Whether you smuggled booze and guns from place to place, directed numbers and protection rackets, or put the enemies of the family "on ice," you've been on the wrong side of the law for a long time. Perhaps you're trying to go straight, or maybe you revel in staying one step ahead of the long arm of the law.

In a pulp setting, law and justice are rarely black-and-white cases of right and wrong. Many organized crime organizations were born in teeming tenements of immigrants, where they provided a rough sort of justice in the places official society ignored. Gangsters might adhere to their own code of honor better than the corrupt cops and wealthy industrialists determined to stamp them out.

Select this class if you want to be a wisecracking tough guy who thumbs his nose at authority. You'll be good in a fight, and you'll have skills that more reputable characters don't possess.

The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.



"Youse coming with me, dame!" the ham-fisted hood grunted, poking the cold steel revolver into her shapely neck.

Requirements

To qualify to become a Gangster, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Skills: Intimidate 6 ranks.

Feat: Personal Firearms Proficiency.

Class Information

The following information pertains to the Gangster advanced class.

Hit Die: 1d8.

Action Points: 6 + one-half character level.

Class Skills: The Gangster's class skills are as follows.

Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (streetwise) (Int), Move Silently (Dex), Sense Motive (Wis), Sleight of Hand (Dex).

Skill Points at Each Level: 7 + Int modifier.

Class Features

All of the following are class features of the Gangster advanced class:

Sneak Attack: Starting at 1st level, if a Gangster can catch an opponent who is unable to defend himself effectively, he can strike a vital spot for extra damage. Any time the gangster's target would be denied his Dexterity bonus to Defense, the gangster can make a sneak attack (whether the target actually has a Dexterity bonus or not). The Gangster also can sneak attack any opponent he flanks. Sneak attacks deal extra damage as noted on the table above.

Ranged attacks count as sneak attacks only if the target is within 30 feet. The gangster can't strike a vital area accurately beyond that range. Only targets with discernable anatomies are vulnerable to sneak attacks. In the Pulp Era, this is nearly everyone, but some strange ooze creatures and other horrid monsters may be immune to Gangsters' sneak attacks.

Infamy: Gangsters earn reputation as other characters do, but their reputations are infamous, inspiring fear rather than respect. In many cases the game effect is the same, but any reputation for positive, law-abiding activities during the course of play actually reduces the gangster's reputation (rather than increasing it) until a reputation of score of 0 is reached. At that point, the character earns and uses reputation normally.

Gangster characters also can increase their infamous reputation during play by doing noteworthy criminal things. Characters who simultaneously want the infamy of a gangster and a legitimate positive reputation should acquire the Secret Identity feat (described in the *Pulp Heroes* rules).

Underworld Contact: Every other level, the gangster develops a strong connection to an underworld figure of some importance. As long as the contact is treated well, the contact is completely loyal to the gangster and places his livelihood—but not his life—at risk if asked. The underworld contact has a Helpful attitude toward the character (as described in the Diplomacy skill description in the *d20 Modern* rulebook).

Usually a contact is a member of the underworld, but it's possible to have a cop on the take as a contact or a girlfriend who works in City Hall's records division. Other possible underworld contacts include black marketeers, bootleggers, captains of organized crime families, illicit gunsmiths, safecrackers, forgers, and higher-ups in any crime syndicate.

Opportunist: The Gangster can spend 1 action point to use this class feature. Once the point is spent, he can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Gangster's attack of opportunity for that round. Even a Gangster with the Combat Reflexes feat can't use this class feature more than once per round.

Bonus Feat: At 5th level, a Gangster gets a bonus feat. The bonus feat must be selected from the following list, and the Gangster must meet all the prerequisites of the feat to select it.

Alertness, Brawl, Improved Brawl, Knockout Punch, Improved Knockout Punch, Streetfighting, Improved Feint, Confident, Deceptive, Drive-By Attack, Frightful Presence, Low Profile, Quick Draw, Renown, Stealthy, Windfall.

Crippling Strike: A Gangster with this class feature can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Martial Artist

The *Pulp Heroes* Martial Artist functions exactly like the Martial Artist described in Chapter 6: Advanced Classes of the *d20 Modern* rulebook, except that her saving throws are better.

TABLE 1–03: THE MARTIAL ARTIST (PULP HEROES)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+2	+1	Living weapon 1d6	+1	+0
2nd	+2	+0	+3	+2	Flying kick	+2	+0
3rd	+3	+1	+3	+2	Bonus feat	+2	+0
4th	+4	+1	+4	+2	Living weapon 1d8	+3	+0
5th	+5	+1	+4	+3	Iron fist (one attack)	+4	+1
6th	+6	+2	+5	+3	Bonus feat	+4	+1
7th	+7	+2	+5	+4	Flurry of Blows	+5	+1
8th	+8	+2	+6	+4	Living weapon 1d10	+6	+1
9th	+9	+3	+6	+4	Bonus feat	+6	+2
10th	+10	+3	+7	+5	Iron fist (all attacks)	+7	+2

TABLE 1–04: THE MYSTIC

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Psionic skills, psionic powers	+0	+1
2nd	+1	+0	+2	+3	Trigger power, psionic powers	+1	+1
3rd	+1	+1	+2	+3	Bonus feat, psionic powers	+1	+1
4th	+2	+1	+2	+4	Power crystal, psionic powers	+1	+2
5th	+2	+1	+3	+4	Trigger power, psionic powers	+2	+2
6th	+3	+2	+3	+5	Bonus feat, psionic powers	+2	+2
7th	+3	+2	+4	+5	Combat manifestation, psionic powers	+2	+3
8th	+4	+2	+4	+6	Trigger power, psionic powers	+3	+3
9th	+4	+3	+4	+6	Bonus feat, psionic powers	+3	+3
10th	+5	+3	+5	+7	Maximize power, psionic powers	+3	+4

Mystic

The *Pulp Heroes* Mystic is identical to the Telepath advanced class described in Chapter 9: Campaign Models of the *d20 Modern* rulebook, except that his saving throws are better.

Private Eye

The Investigator class described in Chapter 6: Advanced Classes of the *d20 Modern* rulebook is the equivalent to the *Pulp Heroes* Private Eye advanced class, except that the Private Eye has better saving throws and access to different bonus feats.

Bonus Feats: At 3rd, 6th, and 9th level, the Private Eye gets a bonus feat. The bonus feat must be selected from the following list, and the Private Eye must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Brawl, Defensive Martial Arts, Dodge, Double Tap, Educated, Find Clue, Knockout Punch, Obscure Knowledge, Personal Firearms Proficiency, Point Blank Shot.

Scientist

You are a man—or woman—of science! But your research has very little to do with publishing papers in academic journals, using a slide rule to double-check your formulas, or barricading yourself in a dingy laboratory. You research topics by building fantastic machines and testing them in the field. Sometimes the best way to find out what nega-rays do is to aim them at Nazi-bred dinosaurs.

Select this advanced class if you want to be on the cutting edge of Pulp Era science. If you want to invent your own ray gun, invisibility cloak, or force-field projector, the scientist is the advanced class for you.

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

To qualify to become a Scientist, a character must fulfill the following criteria:

Skills: Craft (chemical) or Craft (electronic) 6 ranks, Knowledge (technology) 6 ranks, Research 6 ranks.

Class Information

The following information pertains to the Scientist advanced class.

Hit Die: 1d6.

Action Points: 6 + one-half character level.

Class Skills: The Scientist's class skills are as follows.

Craft (chemical, electronic, mechanical, pharmaceutical) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Class Features

All of the following are class features of the Scientist advanced class:

Discoveries Made: The table above lists how many discoveries a Scientist has made at each level, like FX abilities, discoveries come in levels 0–5, so a 1st-level Scientist has made five 0-level

TABLE 1–05: THE PRIVATE EYE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Profile	+1	+1
2nd	+1	+2	+0	+3	Contact, low-level	+1	+1
3rd	+2	+2	+1	+3	Bonus feat	+2	+1
4th	+3	+2	+1	+4	Nonlethal force	+2	+2
5th	+3	+3	+1	+4	Contact, mid-level	+3	+2
6th	+4	+3	+2	+5	Bonus feat	+3	+2
7th	+5	+4	+2	+5	Discern lie	+4	+3
8th	+6	+4	+2	+6	Contact, high-level	+4	+3
9th	+6	+4	+3	+6	Bonus feat	+5	+3
10th	+7	+5	+3	+7	Sixth sense	+5	+4

TABLE 1–06: THE SCIENTIST

Class Level	Base Attack Bonus	Fort	Ref	Will	Special	Defense Bonus	Reputation Bonus	Discoveries Made
1st	+0	+1	+0	+2	Scientific improvisation	+0	+0	5/2
2nd	+1	+2	+0	+3	—	+1	+0	5/3
3rd	+1	+2	+1	+3	—	+1	+1	6/3/1
4th	+2	+2	+1	+4	Class feature	+1	+1	6/4/2
5th	+2	+3	+1	+4	—	+2	+1	7/4/2/1
6th	+3	+3	+2	+5	—	+2	+2	7/5/3/2
7th	+3	+4	+2	+5	Class feature	+2	+2	8/5/3/2/1
8th	+4	+4	+2	+6	—	+3	+2	8/5/4/3/2
9th	+4	+4	+3	+6	—	+3	+3	9/5/4/3/2/1
10th	+5	+5	+3	+7	Class feature	+3	+3	9/5/5/4/3/2

discoveries and two 1st-level discoveries. Each discovery duplicates a mage or acolyte spell (described in Chapter 10: FX Abilities in the *d20 Modern* rulebook). At each successive level, the scientist makes further discoveries, both among levels he already knows and eventually higher-level discoveries.

But discoveries are just theories that work on paper. To put a discovery into action, the Scientist must build an invention that incorporates the discovery. To do so, the Scientist expends (discovery level × Scientist class level × 30) XP and devotes (discovery level × scientist level × 5 days) to the task. Richer characters can complete their inventions faster because they have better laboratories and equipment. A DC 20 Wealth check gets the job done in (discovery level × scientist level × 4 days), a DC 25 Wealth check gets it done in (discovery level × scientist level × 3 days), and a DC 30 Wealth check gets it done in (discovery level × scientist level × 2 days). Scientists can further reduce the cost of their inventions by lowering their Scientist level for purposes of invention construction, but doing so locks the lower Scientist level into the invention.

Once the Scientist spends the time and XP (and possibly Wealth), the invention is fully operational. It'll function for 50 uses before something goes wrong—it short-circuits, its power core needs replacing, or its crystal targeters shatter. It can't be repaired, but the Extend Invention feat lets characters create inventions that don't wear out or break down.

In general, only the Scientist can operate his inventions, because the high-tech equipment of the Pulp Era requires delicate adjustments and complicated controls to function properly. Scientists with the Simplify Invention feat can construct inventions that other characters can use.

Inventions tend to be somewhat bulky, weighing 10 pounds per level of the discovery. Held, carried, or worn inventions typically take up two body slots, chosen from the list in Chapter 10: FX Abilities of the *d20 Modern* rulebook. The GM is the arbiter of which body slots are reasonable for each invention.

Scientific Improvisation: At 1st level, a Scientist gains the ability to improvise solutions using common objects and his scien-

Montengro was pleased. Within hours the imps would swarm the entire city, bringing chaos and fear to it's unwitting citizens.

tific knowledge. This ability lets him create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function. So, to improvise a single-use weapon that deals the same damage at the same range as a Browning BAR machine gun, the DC of the Craft (mechanical) check is 26 (5 + 21).

Only objects that can normally be used more than once can be improvised. For example, a Scientist can't use scientific improvisation to build an explosive, because that's normally an object that's usable only once.

Special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Scientist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Class Feature: At 4th, 7th, and 10th level, a Scientist may choose one class feature from the following list.

Major Breakthrough: The Scientist receives credit for a major scientific breakthrough that earns him the recognition of his peers. The Scientist chooses one of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. When dealing with others with at least 1 rank in the same Knowledge skill, the Scientist gains a +4 bonus on Reputation checks. When dealing with someone with at least 1 rank in any of the Knowledge categories above, the Scientist gains a +2 bonus on Reputation checks.

This major breakthrough also provides the Scientist with a +5 Wealth bonus increase.

Extreme Machine: If a machine has mechanical or electronic components, the Scientist can soup it up to get maximum performance. By spending 1 action point and making a Craft (mechanical) check, the Scientist can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC	Repair Chance (d%)
Ranged weapons		
+1 on damage	15	01–25
+2 on damage	20	01–50
+3 on damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Vehicles		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75
+10 ft. to top speed	20	01–25
+20 ft. to top speed	25	01–50
+30 ft. to top speed	30	01–75

Agent G-5 only had moments left before Hauptmann Heinrich's nucleonic atomizer would blow, destroying not only Hamburg, but G-5's girlfriend, Rachelle, as well.

The Scientist performs the extreme modifications in 1 hour. He can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his Scientist class level, beginning when the object is first put into use. The Scientist selects the single improvement he wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

Smart Defense: Using his brains as well as his dexterity, a Scientist applies his Intelligence modifier and his Dexterity modifier to his Defense. Any situation that would deny the Scientist his Dexterity bonus to Defense also denies the Intelligence bonus.

Smart Survival: A Scientist has an uncanny knack for survival that combines resourcefulness, intelligence, and a degree of luck. By spending 1 action point, the Scientist plays it smart and reduces the damage dealt by a single attack or effect by 5 points.

Smart Weapon: The world outside the laboratory is a dangerous place, and a Scientist learns that protecting himself is as important as research and study. The Scientists select one weapon that his is proficient in and can use with one hand. With the selected weapon, the Scientist can use his Intelligence modifier instead of his Strength or Dexterity modifier on attack rolls.

Bonus Invention Feat: The scientist gains a feat for free, which must be chosen from the following list: Durable Invention, Extend Invention, Improvised Invention, Mass-Produce Invention, Miniature Invention, or Simplified Invention. Invention feats are described in the *Pulp Heroes* rules.

Soldier

The *Pulp Heroes* version of the Soldier is exactly like the Soldier class described in Chapter 6: Advanced Classes of the *d20 Modern* rulebook, except that his attack bonus and saving throws are better.

Starting Occupations

The origins described in the *Pulp Heroes* rules are easily converted into *d20 Modern*'s occupations. In many cases, the starting occupations are better than similar starting occupations in *d20 Modern*, but that's an appropriate incentive for a player to develop a "pulpy" background for his or her character.

Any of the occupations in the *d20 Modern* rulebook can be used in a Pulp Era game with no modifications.

All-American

All-American characters are varsity college athletes, firefighters, enlisted soldiers, and other "Mom-and-apple-pie" types who find themselves thrusted into the danger and weirdness that is a Pulp Era adventure. They tend to adapt quickly to new situations. The occupation name is All-American, but a "True Frenchman" occupation would look exactly the same—the occupation covers patriotic, middle-class citizens of any country.

Prerequisite: Age 18+.

Skills: Choose any three skills as permanent class skills. If you choose a skill that you already have as a class skill, you receive a +1 competence bonus on that skill instead.

Wealth Bonus Increase: +2.

Aristocrat

The aristocrat occupation is an amped-up version of *d20 Modern*'s dilettante starting occupation. It features an expanded skill list and a better reputation bonus increase. Wealth is rare enough in the Pulp Era that it comes with a measure of celebrity, unlike the modern world which generally requires talent or bizarre behavior to achieve celebrity.

Prerequisite: Age 18+.

Skills: Choose one of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Diplomacy, Gamble, Intimidate, Knowledge (current events or popular culture), Perform (any), Ride, or add a new Speak Language.

Reputation Bonus Increase: +2.

Wealth Bonus Increase: +6.

Cloistered

The cloistered occupation is designed for characters who grew up in Himalayan mountain fortresses,

TABLE 1–07: THE SOLDIER *(PULP HEROES)*

Class Level	Base Attack Bonus	Fort	Ref	Will	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+1	+0	Weapon Focus	+1	+0
2nd	+2	+3	+2	+0	Weapon specialization	+1	+0
3rd	+3	+3	+2	+1	Bonus feat	+2	+0
4th	+4	+4	+2	+1	Tactical aid	+2	+0
5th	+5	+4	+3	+1	Improved critical	+3	+1
6th	+6	+5	+3	+2	Bonus feat	+3	+1
7th	+7	+5	+4	+2	Improved reaction	+4	+1
8th	+8	+6	+4	+2	Greater weapon specialization	+4	+1
9th	+9	+6	+4	+3	Bonus feat	+5	+2
10th	+10	+7	+5	+3	Critical strike	+5	+2

hidden Vatican chapels, and other places separated from society at large. Often the wards of a secret society, cloistered characters benefit from rigorous training, but often know little about the outside world.

Prerequisite: Age 22+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Concentration, Decipher Script, Knowledge (arcane lore, art, behavioral sciences, history, or theology and philosophy), Research, Sense Motive.

Bonus Feat: Select one of the following: Acrobatic, Archaic Weapons Proficiency, Athletic, Blind-Fight, Combat Martial Arts, Creative, Defensive Martial Arts, Educated, Exotic Melee Weapon Proficiency, Focused, Nimble, Stealthy, Studious.

Wealth Bonus Increase: +2.

Cosmopolitan

The cosmopolitan occupation represents world travelers—people who've been there, done that, and never did get used to the spiciness of the curry. Many are wealthy, but others saw the world because their parents were diplomats or are accomplished stowaways.

Prerequisite: Age 25+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Drive, Gamble, Gather Information, Knowledge (civics, current events, or history), Navigate, Survival.

Bonus Feat: Select one of the following: Attentive, Confident, Educated, Guide, Renown, Trustworthy.

Other: You speak, read, and write two other languages fluently, in addition to your native tongue.

Wealth Bonus Increase: +4.

On the Run

You're a fugitive being chased by law enforcement, a shadowy government agency, or a sinister but well-connected secret society. Perhaps you're wanted for a crime you didn't commit—or one you did. Whatever the reason for your fugitive status, you've developed skills that make you a tough quarry to catch.

Prerequisite: Age 20+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Disguise, Escape Artist, Forgery, Gather Information, Hide, Knowledge (streetwise), Move Silently, Sense Motive.

Bonus Feat: Select one of the following: Brawl, Dodge, Low Profile, Personal Firearms Proficiency, or Stealthy.

Wealth Bonus Increase: +1.

Primitive

You hail from a far-off, exotic place such as the Australian Outback, the Amazon, or the dark continent of Africa. Modern conveniences such as telephones, automobiles, and radios are still somewhat puzzling to you. You may be a native of a primitive culture who somehow wound up in the big city. Or you might be a European or American who was raised by a hunter-gatherer culture (or animals like wolves or apes), then returned to civilization.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Balance, Climb, Handle Animal, Jump, Survival, Swim.

Bonus Feats: Archaic Weapons Proficiency and Track.

Wealth Bonus Increase: +0.

Feats

The following feats supplement those in the *Pulp Heroes* game and the *d20 Modern* rules.

Find Clues

You have a knack for noticing things at a crime scene or other location of mystery.

Prerequisite: Search 6 ranks.

Benefit: If you merely pass within 5 feet of a clue to a crime or other mystery, you are entitled to a Search check to notice it as if you were actively looking for clues.

Normal: You must specifically search for clues (spending a full-round action to do so) to discover anything of interest.

Obscure Knowledge

You know and remember unusual bits of knowledge on a wide variety of topics. Your command of trivia sometimes comes in handy when other sources of information fail.

Prerequisite: Gather Information 6 ranks.

Benefit: You can make a special obscure knowledge check with a bonus equal to your character level + your Intelligence modifier to see whether you know anything relevant about people, items, or places. This check won't reveal the identity of a killer, but it might give a hint to his identity. You can't take 10 or take 20 on this check, and the check can be made only once per subject.

The GM determines the DC of the obscure knowledge check on the following table:

DC	Type of Knowledge (Examples)
10	Common, known by at least a substantial minority of the locals. (The mayor's reputation for drinking; folk lore about a local haunted house.)
20	Uncommon but available; known to only a few locals. (A local priest's shady past; rumors about a powerful corporation.)
30	Obscure; known to only a few people anywhere. (An industrialist's family history; rumors about an ordinary organization.)
40	Extremely obscure; known to very few or forgotten completely. (The history of an ordinary building; why the industrialist's last word was "Rosebud.")

Normal: Depending on the information sought, a particular category of the Knowledge skill might also allow a check.

Equipment

Melee weapons haven't changed much over the years, so you can use the melee weapons described in *d20 Modern* in your *Pulp Heroes* game without modification. The archaic weapons also function as described in the *d20 Modern* rulebook.

But the firearms and vehicles described in *d20 Modern* are too modern for a Pulp Era game. Below are weapons appropriate to the time period. Given the bewildering array of weapons available during the first half of the twentieth century, it's easiest to just use categories of weapon, because the differences between two similar medium pistols don't matter at the gaming table. In each case, the weapon listing includes one or two specific weapons that are representative of the category. ●

FIREARMS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Handguns[1]										
Heavy Pistol (Colt .45)	2d8	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15	Lic (+1)
Medium Pistol (Luger)	2d6	20	Ballistic	30 ft.	S	8 box	Small	3 lb.	17	
Light Pistol (Baretta)	2d4	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	14	Lic (+1)
Revolver (.38 Special)	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	14	Lic (+1)
Longarms[2]										
Rifle (Springfield or Mauser)	2d10	20	Ballistic	90 ft.	S	6 int.	Large	8 lb.	16	Lic (+1)
Shotgun	2d8	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	15	Lic (+1)
Light Submachine Gun (M3 "grease gun")	2d6	20	Ballistic	30 ft.	S, A	30 box	Med	8 lb.	18	Res (+2)
Heavy Submachine Gun (Tommy gun)	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	10 lb.	17	Res (+2)
Heavy Weapons[3]										
Light Machine Gun (Browning "BAR")	2d8	20	Ballistic	100 ft.	A	20 box	Huge	22 lb.	21	Mil (+3)
Medium Machine Gun (German MG34)	2d10	20	Ballistic	100 ft.	A	linked	Huge	30 lb.	22	Mil (+3)

1 (require the Personal Firearms Proficiency feat) 2 (require the Personal Firearms Proficiency feat) 3 (each requires a specific Exotic Firearms Proficiency feat)

VEHICLES

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
Aircraft												
Trainer Biplane	1	1	100 lb.	–4	–4	400 (40)	6	4	30	G	36	Lic (+1)
Combat Biplane	1	1	50 lb.	–4	–4	425 (42)	6	4	40	G	39	Mil (+3)
Flying Clipper	2	18	10,000 lb.	–4	–4	540 (54)	4	4	60	C	43	Lic (+1)
Ground Vehicles												
Jalopy	1	3	275 lb.	–1	–1	180 (18)	9	5	26	L	25	Lic (+1)
Roadster	1	3	100 lb.	–2	+1	3960 (36)	8	5	32	H	32	Lic (+1)
Sedan	1	4	425 lb.	–2	+0	280 (28)	8	5	34	H	27	Lic (+1)
Luxury Sedan	1	5	350 lb.	–2	+0	320 (32)	8	5	34	H	34	Lic (+1)
Limousine	1	7	450 lb.	–4	–4	260 (26)	6	5	38	G	36	Lic (+1)
Motorcycle	1	1	0 lb.	–1	+1	360 (36)	10	5	22	M	18	Lic (+1)
Small Truck	1	1	5,000 lb.	–2	–2	235 (23)	8	5	36	H	30	Lic (+1)
Large Truck	1	1	30,000 lb.	–4	–4	235 (23)	6	5	44	G	34	Lic (+1)

NORTHPORT
U.S.C.G. Base
BAILY HOOK
N.S.B.S.C.
IVY SHORES
Northport State Museum of Natural History
Grove Apts.
74
Baily Harbor
Queen's Quay
Emmersmith Manor
Pier 11
SEASIDE
OLD TOWN
City Hall
The Black Rose
CURTISTOWN TENAMENTS
Kristof Cemetary
Pioneer Park
Chinatown
Darcy St.
HARBOR DISTRICT
Pier 42
NEWTON
Bleeker St.
Alliance Motors
Pinnacle Bank
Northport Canal
Resko Field
DOCKSIDE
TORTON
Kaufman Station
Fidelity Investigations
TIDEPOINT
Joost Stamp & Die
Fomoco Chemicals
MERCURY CITY
Keller Industrial
Mercury Hospital
Thornacre
ALEBURG
Orchard Airfield
HILLVALE
Freak Territory
N
Hillvale Tennis Club
Duke Studios
STUDIO DISTRICT
Essex Hotel
80
Bennet Stunts, Inc.
GARMENT DISTRICT
Kugell River
Vineyard St.
"Tomorrow Town"
GREENVINE
11
Halsey House
BOUCHARD
University of Northport
GLOVERTON
38
Army Base "Fort Fitz"

The Seedy Streets of Northport

Giving *Pulp Heroes* a Home

by David Noonan

Author of "Death Wears High Heels," "Six Bullets, Seven Madmen," etc.

Illustrated by Tom Fowler, Leo Morey, and Christopher Trevas

E.D. MONA, esq. *Editor* J.L. WILSON, *Publisher*

This is the city. It could be any city, really—or maybe it's all of them. It has the skyscrapers of New York City, the mansion-studded hills of Los Angeles, and a mob that would make Chicago proud. Northport's bright lights shine on wealthy industrialists, glamorous movie stars, and smiling politicians. In the shadows you'll find cold-hearted smugglers, Nazi spies, sophisticated jewel thieves, and vicious thugs who'd club their mothers senseless for a bottle of rye.

In countless university labs, scientists try to build the future itself, and the exhibit halls are full of the finds of a dozen archeological expeditions. The Northport police are so overwhelmed and corrupt that masked vigilantes prowl the streets, seeking justice by moonlight. And as always, when someone goes missing or a body gets found, there's a guy in a trenchcoat who'll tell you why for $50 a day, plus expenses.

Building Northport

Northport is just one possible location for a *Pulp Heroes* campaign, but you can just as easily set your game in any real-world city you like. Two advantages to using a real city are familiarity and ease of research. Your players won't require much explanation when you tell them they've been summoned to a movie studio in Hollywood, or that Al Capone's men were probably behind the recent jewel heists. It's probably a simple matter to find good maps for any major city (although be sure to erase those brand new sports stadiums, bridges, and superhighways).

If you choose a real city, don't tie yourself too tightly to what it was really like during the Pulp Era. Pulp writers themselves often wrote too quickly to have much time for research. The first Tarzan story, for example, has tigers in it, and tigers aren't native to Africa. And in any case, it's safe to assume that the *Pulp Heroes* NPCs who live in your town have used their amazing abilities to make some changes.

But if you choose a fictional city, you can make sure it has all the elements you want for your campaign. That's why we're building Northport as an example setting. No real-life city has Philip Marlowe's winding canyon roads and Indiana Jones' university classroom and the Thin Man's posh nightclubs and the mean streets where the Shadow and Batman prowl.

Beyond Northport

One of the most exciting aspects of pulp adventures is the sense of travel. The magazines and dime novels of the 1920s and 1930s offered readers perhaps their only glimpse at the sands of Egypt, the jungles of the Amazon, or such exotic locales as Nepal, Antarctica, and Marrakesh.

If you're planning an ongoing *Pulp Heroes* campaign, take your characters beyond their home city periodically. Play up the difference between a grimy, workaday place like Northport and the wonders of the hidden mountain kingdom of Shambhala, for example. Doing so will make the gold-and-alabaster palaces, underground cavern-cities, and treasure-filled Mayan ruins seem all the more fantastic. And when the characters return to Northport, they'll get a strong sense of what a gritty, noir place it is.

Northport: An Overview

As with many cities of the time, Northport teems with neighborhoods and districts. The rich live one place, the poor live another, and the truly destitute gather wherever they can. Warehouses dot the harbor district, banks cluster near downtown, and the university sits atop green hills on the outskirts.

Old Town

The original downtown core, Old Town is the historic part of the city, with crumbling brick buildings and narrow streets. It's still an important center of commerce, although many of the largest companies have moved across the river to Newton.

WHO LIVES THERE: Large apartment buildings are mostly middle-class or working-class, but Old Town is primarily a place where you work, not live. If you stop people on the street and ask them their address, you'll find most live in Mercury City or Curtistown.

ATTRACTIONS: Kristof Cemetery is the city's largest, and while its riverfront landscaping is worth a trip during the day, high crime makes it a dangerous place at night. In addition to roving street gangs, more sinister shadows violate the tombs themselves to aid in mystic rituals or re-animation science.

Pioneer Park is the site of the original fort that protected the harbor back in colonial days. The wooden stockades and log cabins have been restored, and costumed guides describe frontier life in the 18th century. Some of the city fathers are pushing to turn Pioneer Park into a more modern amusement park.

City Hall takes up four city blocks, and it's a squat gothic building with mazelike corridors and nearly endless rooms of file cabinets and storage crates. Full of sallow, slouching bureaucrats and grasping politicians, it's a frequent place to meet a patron or do research. Finally, police headquarters and the courthouse are here, so those who run afoul of the law disappear into the warrens of City Hall's justice wing.

Newton

This is the city's bustling banking and business center, full of gleaming skyscrapers that compete for a view of Bailey Harbor and the ocean beyond.

WHO LIVES THERE: Apartments are available, but expensive. For rich executives who don't want the bother of an entire Highvale estate, a Newton penthouse is the next best thing.

ATTRACTIONS: The Pinnacle Bank building is the city's tallest skyscraper, an elegant, art-deco spire that stretches into the clouds. It's the geographic center of Newton and was the catalyst for the neighborhood's redevelopment a decade ago. Now it's actually one of the older buildings in the neighborhood, so it's lower-level offices have reasonable rents. The upper floors, however, are the most expensive office space in the city.

Resko Field is the city's multipurpose stadium, and it's full on most nights during football season (when the city's pro team and both college teams play) and the summer baseball season (if the Monarchs baseball team is in town). Bars and restaurants dominate the cityscape for blocks in every direction.

The federal government has its offices at McCulloch Place, a nearly featureless black skyscraper just a block away from the Pinnacle building. Most of the upper floors are heavily guarded and off-limits to the public. The FBI and other agencies with law enforcement roles have extensive offices here. Though the Pinnacle Building is taller, any city resident can confirm that the McCulloch Building casts a longer shadow.

Curtistown

This collection of tenements is one of the poorest neighborhoods in the city (only Aleburg is more destitute). Many immigrants find their first homes here, and they're quickly disillusioned by the crime and corruption they find here.

WHO LIVES THERE: Poor and working-class immigrants, who segregate themselves by nationality on a block-by-block basis. If you walk a dozen blocks in Curtistown, you'll hear a dozen languages. And if you run a dozen blocks in Curtistown at night, you'll hear screams in a dozen languages.

ATTRACTIONS: Below Darcy Street, a network of sewer tunnels leads improbably to a richly appointed throne room of sorts—the home of Cassius, the self-styled "Beggar Prince." Cassius has a network of winos, hobos, and panhandlers who assign territory and beat up "freelancers" who don't tithe to Cassius. The Beggar Prince has eyes and ears everywhere.

Chinatown is a world unto itself. Police don't go there unless called, and even then it's only to perform a perfunctory crime-scene investigation, cart away a body, and mark the case "unsolved" before they're back to the precinct station. But Chinatown is the most rigidly controlled part of the city, with gangs of expert martial artists ruthlessly enforcing the discipline of the shadowy Mr. Lo. Ultimately, everyone in Chinatown answers to Mr. Lo. Old-timers can recall their grandparents kowtowing to Mr. Lo a hundred years ago.

The Black Rose is a surprisingly nice restaurant on Allegrini Avenue, right on the border between Curtistown and Oldtown. The food is excellent, and the conversation is unfailingly subdued and polite. Lots of well-dressed local businessmen frequent the Black Rose, chatting with each other in the restaurant's main floor or using one of the upstairs conference rooms. The owner, Umberto Torquelo, replaces the front window glass and patches the round holes in the wall every few days after "misunderstandings" and "disagreements" among the local businessmen.

Ivy Shores

Northport State University dominates this tony neighborhood, whose gently curving streets wind among large white houses with impeccably manicured front lawns.

WHO LIVES THERE: College professors and white-collar workers in Oldtown make their homes in Ivy Shores. There's a small but bustling commercial strip that offers small apartments and boxy homes for students.

ATTRACTIONS: Northport State's Behavioral Science Center does a lot of work in experimental psychology and rehabilitation of the criminally insane. Accordingly, it has a "secure facility" that would put a prison to shame, where a variety of electronic,

pharmaceutical, and more esoteric techniques are used to turn hardened killers and criminal masterminds into productive members of society.

The Northport State Museum of Natural History has one of the finest collections of antiquities in the world. Its roving "acquisition coordinators" scour the globe for wonders in need of preservation, and its collection includes a number of pre-Columbian artifacts that mystic shamans used in various tribal rituals.

The Grove Apartments are among the most nondescript dwelling around campus. All the students who live there share a secret, however—they're part of the Nazi underground in the city, ordered to continue their official studies by day while they undergo Nazi combat training and indoctrination in deserted lecture halls by night. Nazi collaborators within the college's security staff ensure that no one stumbles upon their hidden rallies.

Bailey Hook

This sand spit provides a measure of protection for the city's deep-water harbor, and it's a popular destination for city residents tired of the hustle and bustle of the city.

WHO LIVES THERE: Other than the Coast Guard contingent at Bailey Coast Guard Base, Bailey Hook has no permanent residents. The population of destitute transients who sleep on the beaches is growing, however.

ATTRACTIONS: The Coast Guard has two main functions: pulling drowning people out of the water, and enforcing shipping regulations. Between the rise in organized crime and the machinations of the Nazis in Europe, smuggling is at an all-time high, and the Coast Guard is hard-pressed to catch even some of the smugglers bringing weapons, gold, narcotics, and weird super-science components to the city.

Dockside

Many of the city's factories squat on the riverbanks in this district, sending a pall of smoke across Curtistown and Mercury City.

WHO LIVES THERE: Residential space is almost nonexistent here, although squatters have taken up residence in some abandoned factories.

ATTRACTIONS: Alliance Motors ordinarily makes automobiles in their vast warehouse in the Dockside district. But with war looming in Europe, the government has converted some of Alliance's production facilities to manufacture "experimental vehicles for the nation's defense." They're very tightly guarded to keep Nazi spies and Alliance's corporate rivals away.

Fomoco Chemicals is the new workplace of Dr. Evan Synestro, a brilliant researcher who was fired by the University of Northport after repeated indiscretions with students. Now Dr. Synestro is working in the private sector, and entire assembly lines pump out chemicals at the Doctor's whim. Fomoco's board of directors is certain that Dr. Synestro is working on a new plastic that will revolutionize the packaging industry.

Mercury City

This working-class neighborhood is home to many of Dockside's factory workers and some blue-collar and clerical employees of Old Town businesses.

Fowler

Chet bit down hard on the rubber mouthguard, struggling against the power of six thousand volts. He'd seen the creatures, damn it, and no therapy would force him to forget.

WHO LIVES THERE: This mix of small homes and tenement buildings is one of the most densely populated areas of the city. The loud trains and planes from Kaufman Station and Orchard Airfield, plus the smoke from Dockside factories, ensure that few live in Mercury City once they have the means to leave, however. Still, crime is lower in Mercury City than in Curtistown or the Garment District.

ATTRACTIONS: Mercury Hospital was the city's largest hospital until it was destroyed in a bomb blast and melee six months ago orchestrated by a secret society known as the Army of the Eclipse. The society's motives for attacking the hospital were never made clear, nor were their larger goals. Those who stood trial after the attack described a network of cells, none of which knew the identities or activities of the other groups. Federal authorities announced that they'd smashed the leadership ring of the Army of the Eclipse, but subsequent investigative reporting by the city's newspapers revealed evidence of other Eclipse cells that extended into the halls of government and industry. Today Mercury Hospital sits as an ugly reminder of a mysterious attack—and perhaps a harbinger of more to come.

A seemingly abandoned hangar at Orchard Airfield is the primary test site for Dr. George Daedalon's "Nightwing 3000" flying wing. Daedalon is entirely self-financed; he built his Nightwing prototypes entirely out of spare aircraft parts. Paranoid about someone stealing his invention, he tests it only at night. Despite this precautions, both the government, several major conglomerates, and the Nazi spy network have heard persistent rumors of "strange batwings in the night sky" and are trying to discover the truth.

Greenvine

Vast mansions sprawl across the foothills in one of the city's most expensive neighborhoods. Most of the city's fathers and titans of industry have their estates in Greenvine.

WHO LIVES THERE: Anyone who isn't wealthy has no place in Greenvine, and a vigilant police presence takes glee in rousting those who don't belong. The University of Northport has some on-campus dormitories, but many of the upperclassmen live in the Garment District and commute to class.

ATTRACTIONS: The University of Northport has one of the country's finest hard-science faculties, with Nobel Prize-winners in several disciplines all working in the chemistry, applied physics, and more exotic departments. Perched on a steep hill, the University doesn't have more room for office and laboratory space, so they keep digging basement after sub-basement in their science facilities. Some researchers haven't seen natural sunlight for months or years, students say.

Vineyard Street is appropriately named; it's a serpentine road that connects most of the hills that make up the Greenvine neighborhood. It's sharp turns and steep inclines and descents make it perfect for the city's illegal street-racing clubs, who wager vast sums on who'll win races along the length of Vineyard Street. The police quickly put a stop to such races—unless they're among the bettors.

Halsey House is the mayor's residence, an intentional replica of Washington D.C.'s White House. It's heavily guarded, and the mayor's flunkies and troubleshooters (and, some say, his patrons) come and go at all hours of the day and night.

Gloverton

The city's fastest-growing neighborhood, Gloverton is a planned suburban community for middle-class families tired of the squalor and crime of the city.

WHO LIVES THERE: This district is almost entirely middle-class; those poorer can't afford the mortgages, and those wealthier wouldn't be caught dead among these cookie-cutter tract houses. But unlike most places in the city, a middle-class paycheck in Gloverton buys you a grassy yard of your own, friendly neighbors, good schools, and low crime.

ATTRACTIONS: Everyone knows what a suburb looks like, so at first glance Gloverton seems devoid of attractions. But in the world of *Pulp Heroes*, even a suburban cul-de-sac is probably home to (right to left) a family with a psychic bond to the Alaskan wolves who rescued them, the beautiful daughter of the Repello-Ray inventor, a mob safehouse hiding "Ice" Mallory, and a serial killer who collects eyes in pickle jars.

Like all bridges in Northport, the Victory Bridge is a drawbridge that opens to let particularly large ships through. And because it accommodates trains, the opening and closing of the bridge must be carefully timed to avoid a mishap.

Garment District

This neighborhood is a mix of light-industrial businesses (including the clothiers who gave the district its name) and working- and middle-class housing.

WHO LIVES THERE: This is one of the city's most diverse neighborhoods; everyone from college students to illegal immigrants to upper-class artists can find a loft, apartment, or room for rent here. It's a poor neighborhood on average, but there are pockets of wealth and extreme destitution here as well.

ATTRACTIONS: The Essex Hotel looks like any other fleabag joint from the outside. But the guy at the desk, Phinney, can get anything for you: forged papers, a gat with the serial numbers filed off, and cash for those jewels you "inherited." Phinney does this effortlessly and with an attention to detail that would make the concierges at Newton's fanciest hotels jealous. What his customers don't see is Phinney's network of contacts that reaches almost everywhere, and his ability to use money to open any door.

Tidepoint

Tidepoint is block after block of massive factories devoted to the production of basic commodities: steel, chemicals, and machine parts.

WHO LIVES THERE: Almost nobody. Some of the newer factories have guards who live in barracks on site, and some Newton companies are talking about building self-contained "future factories" where workers will live, work, and raise families without ever leaving the factory grounds.

ATTRACTIONS: Joost Stamp and Die is a large machine shop on the periphery of Tidepoint that's reputed to be haunted. Its tool-and-die machines occasionally turn and move of their own volition, maiming or killing their operators. Cheap labor is plentiful in the city, so the Joost family was able to keep the hauntings quiet for a long time. But eventually word spread, and now the shop lies quiet—mostly—because no one will work there. Recently, however, mystic characters have felt the pull of strange energies drawing them to the site. A scientist from the University of Northport reported "agitated neutrinos" when she took readings from outside the building. Then she went inside, and she never came back out.

Keller Industrial once made cleaning fluids. Now the mob runs the place, and they're making booze and other pharmaceuticals under heavy guard in the massive vats. Quality control isn't exactly high, and those who cross the bosses often get thrown into a boiling mass, then rendered and bottled. There are a lot of teetotalers on the mob crew at Keller.

Fowler

"Drop the scepter, Jimbo! It's the cops!".

Aleburg

The city's poorest neighborhood, Aleburg is a mess of burned-out buildings, rubble-strewn streets, and political anarchy. Police patrols along the neighborhood's borders are frequent (no one wants Aleburg gangs menacing other neighborhoods), but it's rare to see a squad car drive into Aleburg—much less drive out again.

WHO LIVES THERE: Only the desperate; poor folks don't live in Aleburg if they can help it. But those battling drug or alcohol addictions wind up here, as do criminals who want to ply their illicit trade free of scrutiny.

ATTRACTIONS: Fifty years ago, there were boat races along the Aleburg canal. Now a body or two floats down the canal and washes into the river every morning. The canal's only real value is the fact that it serves as a moat, protecting the Studio District and Torton from the residents of Aleburg.

One of the Aleburg street gangs, the Freaks, have recently organized themselves along paramilitary lines under the leadership of an outsider known as the Red Hand. Internecine warfare is continues in Aleburg, but the Freaks seem to be gaining the upper hand, absorbing the remnants of the gangs they defeat.

Studio District

The city's burgeoning motion-picture industry has its studios here atop what used to be apple orchards. Known as "proptown," this bustling neighborhood draws everyone from wealthy financiers and famous movie stars to an army of working-class extras and behind-the-camera crew.

WHO LIVES THERE: Apartments are springing up around the edges of the district for the studios' technical workers (editors, lighting coordinators, and camera crew), but the back-lots and alleyways of the studio district fall silent shortly after dusk.

ATTRACTIONS: Duke Studios is one of the bigger movie-production companies in the district, and their backlot is currently filming the epic "Cleopatra vs. Caesar." Acres of backlot are devoted to replicas of the pyramids, the Sphinx, and various obelisks. The director, Will Orsonne, is fanatic about accuracy, so the sets are just like the real thing. And the few security guards assigned to guard the vast backlot report that they're always chasing off "weirdos playing on the pyramids."

Bennett Stunts, Inc. is a stuntman group based in an old warehouse near the major studios. Under the lead of famous retired stuntman Sir Ian Bennett, the company's staff rigorously trains in an ever-changing obstacle course inside the facility. Passersby have become inured to people flying through the skylights of the building cannonball-style, staggering out into the street engulfed in flames, or dueling with antique sabers while driving motorcycles around the block.

Bouchard

This working-class neighborhood supplies workers to the Studio District, Fitzgerald Army Base, and the under-construction skyscrapers of "Tomorrow Town."

WHO LIVES THERE: "Fort Fitz" is home to thousands of soldiers, many of whom take advantage of the movie houses and nightclubs of the neighborhood. The district's civilian residents are almost entirely working-class.

ATTRACTIONS: The high-security base-within-a-base, Special Projects Pavilion, is home to several ongoing military efforts, including Project: Crucible, a rigorous physical and psychological fitness regimen, and Project: Thunderbolt, an effort to develop a tank that hovers above any terrain and blasts its foes with energy rays. Work on Thunderbolt is promising, but the massive machinery required means that there may not be room for a conventional tank crew.

Phillip Carrington is one of the city's brightest young architects, and his modernist skyscraper designs are the centerpiece of "Tomorrow Town," a gleaming high-finance district planned north of Bouchard. Phillip's grandfather Aloysius is a noted occultist, and the Northport Tribune identified Phillip's mother, socialite Jasmine Ruiz-Carrington, as a member of the shadowy Army of

Fowler

As flies gathered on the filthy windowsill, the silent family within gummed their nightly gruel, chins dripping with strings of drool.

the Eclipse (a claim later retracted as part of a libel settlement). Both are frequent visitors to the building site. The foremen are beginning to complain about frequent change orders to the skyscraper plans.

Highvale

These hills are quickly being covered with the gleaming new mansions of starlets and movie producers, plus executives for companies based in Newton who don't want to cross the river from Greenvine every day.

WHO LIVES THERE: The city's nouveau riche call Highvale home: entertainment executives, bank presidents, and the cream of city society. Because they're used to dealing with the eccentricities of "the movie people," the police in Highvale are far more discreet than their more aggressive Greenvine counterparts.

Persistent rumors place the mansions of the city's most notorious crime families in Highvale. If true, discreet payoffs would also help explain the laissez-faire attitude of Highvale's police force.

ATTRACTIONS: It's likely that the boards of directors of every corporation in the city could meet for liquid lunches at the Highvale Tennis Club. Considered the city's most exclusive daytime meeting place, HTC is a members-only club where you're more likely to get served a martini than a tennis ball. But some executives and political leaders do take to the courts, including the mayor and the president of Pinnacle bank.

The Highvale mansion of Thornacre is home to Lincoln Giotto, head of the Giotto crime family. The guards are discreet, polite, and utterly deadly. Everything is of the finest quality. Giotto does much of his business in various warehouses, office suites, or the Black Rose, but occasionally he'll invite his top associates to Thornacre for a business dinner. And newly made men are always feted at Thornacre galas that are starting to attract notice from both traditional high society and the more jaded elements of the film industry.

Torton

This middle-class neighborhood supplies many of the middle-management and clerical workers for Newton.

WHO LIVES THERE: Torton is known for its ambitious middle-class residents. Many work as junior executives in Newton skyscrapers, and they consider their neighborhood the equal of Seaside or Greenvine. To anyone not blinded by civic pride or busy scurrying up the corporate ladder, the differences in the neighborhoods are obvious. Saying "I'm from Torton" is like saying "I'm about to act like a high-powered executive, but I'm really two steps from the mailroom."

ATTRACTIONS: An unassuming office building in the heart of Torton is the home of Fidelity Investigations, the city's largest independent detective agency. Fidelity's waiting room is a perfect cross-section of the city itself: socialites reluctantly rub elbows with dockworkers, while recent immigrants and hardened gun molls eye each other warily over copies of the *Evening Post*. Beyond the waiting room are dozens of offices and meeting rooms, extensive case files that rival the police archives at city hall, and even a crime lab and library. The top floor is devoted to Millie Kenworth, Fidelity's founder. The building is open 24 hours a day, and of course there's always a taxi waiting outside the lobby. Cabbies who like to drive fast make a lot of money at the Fidelity Building.

On Bleeker Street, the Grundys are known as "the weird family." They dress awkwardly, their children don't join in neighborhood stickball games, and their splotchy complexion makes the neighbors wonder if they're sick. Anyone on the street could tell you that the Grundys aren't from here. But only the Grundys know how true that is. Scouts sent by a civilization that evolved underground since the Stone Age, the Grundys simply tunneled into the basement of what was a vacant home, then used their prodigious mental powers to frighten away the would-be owners. Since then, they've learned the language and adopted American customs as best they can. But they live in fear of discovery, not realizing how their very nature frightens their neighbors.

Harbor District

This vast array of warehouses and docks is the real center of industry for the city. Many of the Tidepoint and Dockside factories and Old Town and Newton conglomerates rely on convenient shipping to turn a profit.

WHO LIVES THERE: Some flop-houses exist for merchant marines between postings, and there are about two dozen blocks of row houses and tenements for warehousemen who grow weary of a commute from Bouchard.

ATTRACTIONS: No smoking is allowed on Pier 11, because inside its warehouses are hidden enough explosives to blow the city sky-high. The Nazis acquired this huge supply of munitions from secret facilities in South America, but the freighter taking them to Europe was diverted here when discovery was imminent. That was a month ago, and the Nazis are getting desperate to get rid of the munitions before they're discovered.

Conversely, a warehouse near Pier 42 has nothing to do with shipping at all. Home of the hush-hush City Knuckle Society, the warehouse is actually a stadium for a mob-protected bare-knuckle fighting league. Matches are "anything goes" and don't end until one pugilist is unconscious or worse. Crime syndicates have stables of fighters, and wagering is fierce. And despite everyone's efforts to keep the Knuckle Society quiet, word is beginning to leak out. One of the fighters is a linebacker for the city's pro football team, another is an army lieutenant at Fort Fitz, and one of the studios' most famous actors is trying desperately to prove his worth in the ring.

Seaside

Originally a collection of summer homes, Seaside is now an eclectic mix of older bungalows and newer mansions. Prices are high, because this is where the wealthy come to play and enjoy the ocean breeze.

WHO LIVES THERE: Seaside is a playground for the rich, although it empties out when the weather is bad because many of its residents are only here part-time.

ATTRACTIONS: Most people don't know that the richest man in the city doesn't live in Greenvine or Highvale, but in a dilapidated but still grand mansion on a bluff overlooking the beach at Seaside. Zachary Emmersmith made his fortune building bridges in Africa in the last century. Now more than 100 years old, he rarely ventures outside a massive greenhouse full of orchids. But his business holdings are so vast it's said no one knows exactly what Emmersmith owns. But his two daughters are spending his fortune as fast as they can in the city's nightclubs and underground casinos.

The Seaside beaches are mostly full of well-to-do families frolicking in the surf and starlets surfing or sunning themselves, but the beach hasn't been quiet lately. The Coast Guard has blamed six swimmers' deaths recently on a vicious riptide near Queens Quay, a section of beach popular with the city's rich and famous. Only one body later washed ashore, and it was covered with unusually large sucker wounds.

THE END

Even as he spoke, there came a flash and a bang behind him, and he plunged forward on his face, enveloped in thick, yellow smoke.

Flashback: Iron Lords of Jupiter

Create an Alien World

By Lizard
Illustrations by Tom Fowler, Christopher Trevas, and Jonathan Hill

Last issue, the Iron Lords of Jupiter *Mini-Game gave you the tools to create fantastic pulp science adventures using the* d20 Modern *rules.* Iron Lords *author Lizard had so much to say about the topic that we've included some additional bits in this issue. While the tips on creating planetary romance worlds and the vehicles and creatures presented below fit perfectly into an* Iron Lords of Jupiter *campaign, they're also appropriate for other science fiction, fantasy, and modern day d20 roleplaying games.* —Erik Mona

The highly varied worlds of the planetary romance genre, typified by Edgar Rice Burroughs's *John Carter of Mars* novels, range from the dry ruins of Barsoom to the swamplands of Venus, from the straightforward societies of Flash Gordon to the strange and idiosyncratic cultures of Jack Vance's *Big Planet. Iron Lords of Jupiter* posits a Jovian setting that includes some of the most common elements of planetary romance worlds. But other planetary romance trappings exist, just waiting to be added to your campaign world.

Environments

Environments tend toward extremes. An entire planetary romance world might claim only two environment types—it might be covered in mile-high forests or it might be a glaciated world, with its denizens huddling together for survival in gargantuan caverns of ice. Alternately, the world might boast a multitude of environments, each with unique inhabitants and dangers.

Regardless of their total number, each environment should be superlative. If the planet has mountains, they make Everest look like a foothill. The world's wild and stormy oceans hold countless unguessably strange sea creatures and numerous mysterious islands. Forests are deep and huge, with trees reaching thousands of feet tall and capable of supporting entire cities on their branches, with lower levels perpetually shrouded in twilight. They are seldom green.

Races

Most planetary romance worlds are home to a wide range of intelligent beings. Include denizens that fill some of the following archetypal niches:

The Humanoid

Your campaign's homeworld should include at least one race that is nearly human, albeit with chromatic skin, oddly colored or shaped eyes, unusual hair color or growth patterns (racial baldness, for example, might fit for an ancient race), or roughly animalistic features (pointed ears, a small tail, etc.). Near-humans might have unusual reproductive methods, being egg layers or marsupials. Nevertheless, their mammalian ancestry should be very evident—your players' characters, stranded millions of miles from Earth, are going to need at least one race with which they can eventually find a home.

A given planet might include multiple humanoid species, usually distinguished by different physical features, different preferred environments, or both. Thus the Green Folk of the Tutharin Plains might suffer frequent raids from the Mountain Men while peacefully trading with the neighboring Blue Men.

The GM determines the extent of difference between humanoid races, but those differences should be largely cosmetic in order to allow for the standard genre convention of members of one race lusting after members of another. Imagine the differences between breeds of dogs—individual canines might look and act very differently, but they're members of the same species. This isn't a hard and fast rule, of course, but if the Empress of Cular is truly of a different species than Prince Ylmin of the Veth, her continual attempts to make him her chief consort take on a somewhat uncomfortable tone.

Most planetary romance worlds contain one "baseline" race that the Earthfolk befriend and come to adopt as their own. The race might be a dominant power, perpetually under attack by barbarians and hostile madmen intent on empire, or it might be subjugated, with the heroes struggling to liberate it from tyranny.

In addition to true humanoids, your world should include several "mostly human" races—folk that somewhat resemble mankind but who have several important differences. This category includes multi-limbed races (four-armed men, centauroids), races with unusual limbs (tentacles for arms, or a snake tail instead of legs), or extremely large or small races (foot-tall men, twelve-foot women, etc.).

Most such races should seem quite alien, often represented by a single character who has left his people (voluntarily or otherwise) to live with the humanoids and their Terran allies.

Ambassador Slurith was, in his own way, eloquent and charming, but his aura of cold manipulations made me wary. Though he mouthed the words we all wished to hear, I sensed no sincerity in him. Even the fact he resembled the beloved iguana I owned as a girl did little to endear him to me.

(Personal Journal of Alicia Vanderveck, Jan. 15, 2094)

Animal Men

Many planetary romance races have pronounced animal traits, being hawkmen, frog folk, cat people, and so on. Their similarity to Earth creatures might merely be an accident of appearance, or they might actually have evolved from those species. They usually have traits similar to those of their bestial kin—ratmen are treacherous scavengers, cat people are lazy and sensuous, and so on. Mammalian species tend to be "good guys," while reptilian or amphibious species tend to be evil, "cold blooded" in every sense of the word.

Unless the nature of your world calls for a wide variety of "uplifted" species (for example, a world whose inhabitants traveled frequently to Earth in the past and took samples of the local life for study and manipulation), use such races sparingly. One to three should be sufficient.

Oddities

Some races—intelligent spiders, naked brains with insectile legs, formless protoplasmic creatures, sapient flying squids—don't even come close to resembling humans. Such creatures usually have alien thought patterns, contempt for all species unlike themselves, and inexplicable designs upon the hero's love interest. They often lurk in the most desolate wastes, in the dark underbellies of ancient cities, or nearby gargantuan cosmic gates leading to their terrible alien homeworld. In rare cases they might dominate the world, or a large portion of it, casting the world's other inhabitants into a life of slavery. They often have cannibalistic dietary habits.

Oddities make poor player characters.

Technology

Planetary romance worlds vary wildly. Usually, however, they possess only two "tech levels," pre-industrial and superscience. Aircars and rayguns exist beside riding animals and longswords, and a well-rounded individual is skilled in the use of them all. Exotic metals, woods, gasses, and crystals often allow the manufacture of seemingly high-tech items without the presence of heavy industry. This allows, for example, crystal blasters to be manufactured by individual craftsmen, not mass produced in a factory.

Sometimes, a world might possess true "high tech." Flash Gordon's Mongo featured large industrial cities, at least in parts of the world. On most worlds, however, advanced technology is a relic, a leftover from a bygone era.

Your world might contain cities built of ultralight metal, with automated monorail transit systems and food dispensers delivering any meal on demand. But the inhabitants carry knives for self defense, and and the machines fail, they resort to primitive (even cannibal) means of acquiring food. Only isolated, mad scientists still understand the city's technology, which they use for nefarious purposes.

Before you fill in the details of your planetary romance world, it's best to decide on the planet's common tech level. What type of weapons and armor do average citizens have access to or knowledge of? Is there (or was there) advanced biotechnology, opening the possibility of strange creatures created in spawning vats?

Aerial travel is a major facet of the genre. Do your planet's inhabitants travel in metal craft powered by repulsor-engines, in wooden ships made of a lighter-than-air wood, or on the backs of giant dragonflies (or all the above)?

You might find it helpful to give your world a technological "hook." The hook in the default setting for *Iron Lords of Jupiter* is that metals are very rare; all "advanced" tech is based on exotic natural elements and primitive bio-engineering. The technology of other worlds might be based on psionically active crystals, or have a retro tubes-and-rivets look, or be centered on Renaissance-style clockwork mechanisms.

Areas to consider include transportation, medicine (especially "life rays" which can heal any injury or raise the recently dead), weaponry, building technology, and communications. Instantaneous communication usually requires large machines. Thus, while the city of Kuldaar, capital of Jupiter's Grey Empire, boasts a liberal number of visio screens, the world knows no portable equivalents and anyone outside the bounds of Kuldaar must use slower methods of communication. Cell phones do not exist, but a universal translator might. No one has a personal computer, but the rich might own humanoid robots that can understand spoken commands and even respond-in-a-halting-staccato. Internal consistency is far less important than "what looks cool." Stick with "nifty" rather than "likely" and you won't go far wrong.

Limit portable technology other than weapons or a few gimmicks which can advance the plot without undermining it. It your world has "life rays," for example, build them into massive hospital complexes rather than allowing characters to fit them into their backpacks.

Other FX

The genre also allows for a host of strange powers. Visitors from Earth sometimes gain abilities as a consequence of the differences between their home and their new world. A fantasy Mars or Titan might grant superhuman strength due to low gravity or the atmosphere of an exotic world might induce telepathy in humans. While seldom common in the genre, psionic powers can play a part in your *Iron Lords of Jupiter* campaign. Perhaps your world is inhabited by "mind witches" who hold the masses in

sway with their strange magic, or perhaps telepaths come from the planet's ruling class, who can instantly sense any discontent and slay with a single thought. The white veth described in the sample setting are an example of a psionic caste.

True magic in the DUNGEONS & DRAGONS sense seldom plays a part in planetary romance source material, and should generally be avoided in an *Iron Lords of Jupiter* campaign.

Campaign Themes

Planetary romance novels often use similar plots and themes that you can steal to lend a sense of authenticity to your campaign. The following themes touch upon plot hooks mentioned in the Mini-Game's default setting, but can be used in any planetary romance campaign with a few quick adjustments.

Resistance

Earthfolk and Jovians ally to fight a desperate battle against a superior foe. The Grey Empire has enslaved or oppressed the people of many lands, but none have dared to strike back against it, until now. Adventures center on sabotaging the machinations of the Iron Lords, stealing weapons and armor, helping outlying areas mount resistance to invasion, and ultimately organizing a rebellion of all the provinces against the capital. This style of campaign offers a lot of scope for different character archetypes; its main drawback is the relative lack of exploration. Most adventures will occur in the same area of the world.

Defenders of the City

In this theme, the PCs are the heroes of a city-state or small nation. They might be nobles by birth, or warriors granted prestige due to their great deeds, or even somewhat questionable characters who happen to resemble prophesied saviors. To use this theme in the default setting, simply move the city of Salimar from inside the periphery of the Grey Empire to outside it; it is threatened by the Empire's expansion, but not yet engulfed. Adventures revolve around foiling plots to conquer the city, either by invasion or by subterfuge (opening the way for some political and diplomatic roleplaying, providing that there's a suitably action-packed climax). Such threats can come from a wide range of sources, and fighting them can lead the PCs across the planet. To stop a lethal plague unleashed by a madman, for example, the heroes must travel to the frozen swamps of Kor and seek the Vaults of the Mired City.

"Show Me the Way to Go Home"

The PCs are rootless wanderers, traveling the world looking for a way to leave it, possibly doing some good along the way. Native PCs may be exiles, oathbound to aid the Earthborn PCs, or have their own motive for seeking whatever it is the other PCs are looking for. Each adventure brings them to a new village or nation, each with some problem which needs solving. If the PCs are benevolent, they may take on such problems voluntarily; if they are more mercenary, they may need incentive, such as another piece of the map which will lead them to their destination.

One thing to bear in mind in running this style of campaign is that either the location of the way home must be unknown, or there must be no easy way to get there. Players are tricky and resourceful. If you let them have a flying machine, count on them flying it 24/7 until they reach the Island of the Gateway. Don't count on them, TV-style, landing often to get involved in adventures. It is best, in these campaigns, to dangle the prospect of fast resolution in front of the characters and then snatch it away; give them a fully functional ornithopter, but have it be shot down by a "mysterious violet ray" after a few hours of flight, crashing the PCs into the heart of the Desert of Spiders.

Vehicles

The most common mode of transit on Jupiter is by foot; the next most common is on beastback. Nonetheless, the existence of *lunth* crystals (see *DUNGEON* #101) makes air travel possible. The statistics for several air vehicles follow:

Veth skimmer: This tiny craft resembles a long, slim canoe equipped with small aerial guidance fins. The pilot sits in front, and one passenger behind him. The craft is quick and maneuverable, but fragile; it takes little effort to destroy one. Powering the craft requires only a single small *lunth* crystal.

Veth yacht: Most veth noble houses have one sky-yacht, and some maintain a small fleet of them. The vehicle resembles the top deck of an earthly schooner, with a wide, flat deck. The rear half of the deck holds an enclosed area with seats, some tables, and perhaps a small library. If the weather is pleasant, passengers sit or lie on the open deck. Should storms approach, they retreat to a sealed area. Powering this vehicle requires two medium-size *lunth* crystals.

Veth cargo raft: Little more than a flat raft fitted with hooks and straps to hold cargo in place, the veth cargo raft, and variants on it, can be seen throughout the Grey Empire, most often shipping goods too valuable or perish-

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def.	Hard.	Hit Pts	Size	Purc. DC	Rest
Veth skimmer	1	1	10	+4	+2	60(6)	8	3	20	L	35	
Veth yacht	2	8	500	−2	−4	60(6)	7	3	25	H	40	
Veth cargo raft	1	2	2000	−4	−5	70(4)	7	3	30	H	35	
Imperial patroller	2	2	40	0	−1	80(8)	9	10	21	H	35	Mil (+3)
Imperial sky dreadnought	16	50	30000	−2	−2	40(4)	6	15	70	C	55	Mil (+3)

able to ship via riding beast or river. While not very maneuverable, it can attain fairly respectable speeds. A single medium-size *lunth* crystal powers its flight.

Imperial patroller: Iron crafts which resemble, more than anything else, the front cockpit of a small helicopters, can be seen throughout the skies over Kuldaar and across all the territories of the Empire; the grey specks moving languidly under the glowing sky are the most visible reminder of the imperial presence. Three large *lunth* crystals are required to hoist the heavy metal craft into the air.

Imperial sky dreadnought: When the time for mere observation is over, an imperial sky dreadnought lumbers into action. Slow and unwieldy, the massive craft simply ignores most weapons as it lets loose with its own armament, a bevy of blasters which can be angled to destroy ground-based targets or to pick other flying craft out of the air. Six large *lunth* crystals are needed to keep the craft moving, and keeping them properly aligned is a full-time job for the crew.

Creatures of Jupiter

The following creatures tread Jupiter's dangerous forests, plains, and seas.

Nalthis

The scavenger/predators known as nalthis dwell in the Cuthalik Ocean, often following and attacking fishing boats as they pull in their netted catch. The beasts occasionally suffer seemingly random fits of aggression and attack boats without warning, rearing out of the water and plucking unfortunates from the deck. A nalthis prefers to grab a single victim, squeeze it until it dies, and take it underwater for a snack.

Nalthis are four-tentacled creatures with a long, snake-like body. Unlike squid, they are vertebrates, although the tentacles themselves are boneless. The four tentacles surround a feeding orifice. The nalthis has no teeth; it relies on its tentacles to kill prey prior to ingestion.

Nalthis: CR 3; Huge animal; HD 4d8+20; hp 38; Mas 20; Init +0; Spd 5 ft., Swim 40 ft.; Defense 18, touch 8, flat-footed 20 (+10 natural, −2 Size); BAB +3; Grap +19; Atk +11 melee (1d6+8, slam); Full Atk +11 melee (1d6+8, 4 slams); FS 15 ft. by 10 ft.; Reach 15 ft.; SQ Improved grab, constrict; AL none; SV Fort +9, Ref +4, Will +2; AP 0; Rep +0; Str 26, Dex 11, Con 20, Int 1, Wis 13, Cha 10.

Bathar

Bathar are rare in the areas close to the Empire, but they are commonplace in the jungles beyond Imperial reach. Bathar have been tamed as riding beasts by many races, and the skies above the dense jungle regions where they live are often the sight of spectacular battles of aerial cavalry.

Bathar: CR 4; Huge vermin; HD 8d8+32; hp 50; Mas 18; Init 0; Spd 20 ft., Fly 60 ft.; Defense 14, touch 8, flat-footed 14 (+6 Natural, −2 size); BAB +6/+1; Grap 21; Atk +13 melee (2d6+7, bite); Full Atk +13 melee (2d6+7, bite), +8 melee (2d6+3, bite); FS 15 ft. by 15 ft.; Reach 5 ft.; SQ darkvision; AL None or Rider; SV Fort +10, Ref +3, Will +4; AP 0; Rep +0; Str 25, Dex 11, Con 18, Int —, Wis 13, Cha 12.

Skills: Spot +10, Climb +5.

Kluuv

Kluuv are hexapodal insect-like beings, most strongly resembling a blue and green striped spider grown to enormous size and deprived of two legs. They dwell in dense, wet, forests, where they exist as solitary hunters except for brief seasonal moments when a mating frenzy grips them. They occasionally attack farming communities, finding the docile domestic animals easy prey. Often, the inhabitants of such communities simply leave an animal staked where the kluuv can find it, letting it feed on the old or sickly rather than picking off prime beasts.

Kluuv: CR 5; Huge vermin; HD 10d8+40; hp 85; Mas 19; Init –2 (–2 Dex); Spd 40 ft.; Defense 20, touch 6; flat-footed 20 (+14 natural, –2 size, –2 Dex); BAB +7/+2; Grap 23; Atk +15 melee (2d6+8, bite); Full Atk +15 melee (2d6+8, bite), +10 melee (2d6+4, bite), +10 melee (2d4+4, 2 claws); FS 15 ft. by 15 ft.; Reach 5 ft.; SQ poison, webspit, darkvision; AL none; SV Fort +11, Ref +2, Will +6; AP 0; Rep +0; Str 27, Dex 7, Con 19, Int —, Wis 14, Cha 10.

Skills: Spot +12, Move Silently +5.

Special Qualities: Bite—Fortitude save (DC 17); initial and secondary damage 1d8 Dex.

Webspit (Ex): The kluuv can spit a glob of sticky, viscous liquid once every 1d4 rounds as an attack action. This spit has a range of 20 feet. Unless the target succeeds at a DC 12 Reflex save, he will be *entangled* in the web. If the victim was adjacent to a wall, he will be stuck to it; otherwise, he can move at half speed. Breaking free of the glop requires a DC 23 Strength or Escape Artist check.

Vort

A vort is a six-legged mammal, usually colored a brilliant purple. It has a stocky body and no obvious neck, with no tail and a head something like that of a tapir. It has broad, flat feet which end in solid masses of bone. Vorts do not need shoeing, as their extraordinarily tough hooves heal extremely rapidly.

Vorts have been used as riding and labor beasts throughout all of recorded Jovian history, and across much of the planet. They do not function well in mountainous or swampy environments, but dwell anywhere where the terrain is flat and solid.

There are a large number of breeds of vort, too many to detail here. Some are faster and more agile, with less stamina; others are incredibly strong, but slow, and used for hauling heavy loads. Trained battle-vorts have teeth filed to points and are taught to use them in combat.

Vort: CR 1; Large animal; HD 4d8+16; hp 34; Mas 18; Init +0; Spd 50 ft.; Defense 14, touch 9, flat-footed 14 (+5 natural, –1 size); BAB +3; Grap +9; Atk +4 melee (1d4+2, hoof); Full Atk +4 melee (1d4+2, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ trample; AL None or Owner; SV Fort +8, Ref +4, Will+5; AP 0; Rep +0; Str 15, Dex 11, Con 18, Int 2, Wis 12, Cha 10.

Skills: Balance +5, Spot +5, Swim +6.

Trample: A vort can trample Medium or smaller creatures for 2d4+2 points of damage. Opponents who do not make attacks of opportunity against the vort can attempt a Reflex save (DC 14) to halve the damage.

Zorl

How can I describe the thing which confronted me? Imagine that the ancient Greeks had composed their mythical hydra from centipedes instead of snakes, and you will have some hint of the horror that had just erupted from the loose soil.

(Personal Journal of Alicia Vanderveck, May 13, 2094)

The dreaded zorl haunt Jupiter's jungles and swamps, where they dwell in soft soil waiting for prey to foolishly wander by. When a zorl senses food above its resting place, it emerges with remarkable speed, lunging to the attack.

A zorl's rear half most strongly resembles a hideously bloated black centipede, with countless stubby psuedopods pushing the creature forward. The front half, however, divides into eight lengthy necks, each tipped with a toothy and venomous mouth. The necks are also chilopedean in form, with seemingly useless "legs" lining the segmented length of the neck. Some scholars theorize that these legs are used in moving the creature while below ground.

The Zorl's rapid healing makes it a target for hunters, as zorl blood can be used to make potent medicines. The difficulty of acquiring that blood makes those medications quite pricey. The Grey Empire has attempted to capture and breed zorls for purposes of harvesting their blood, but has thus far had no success.

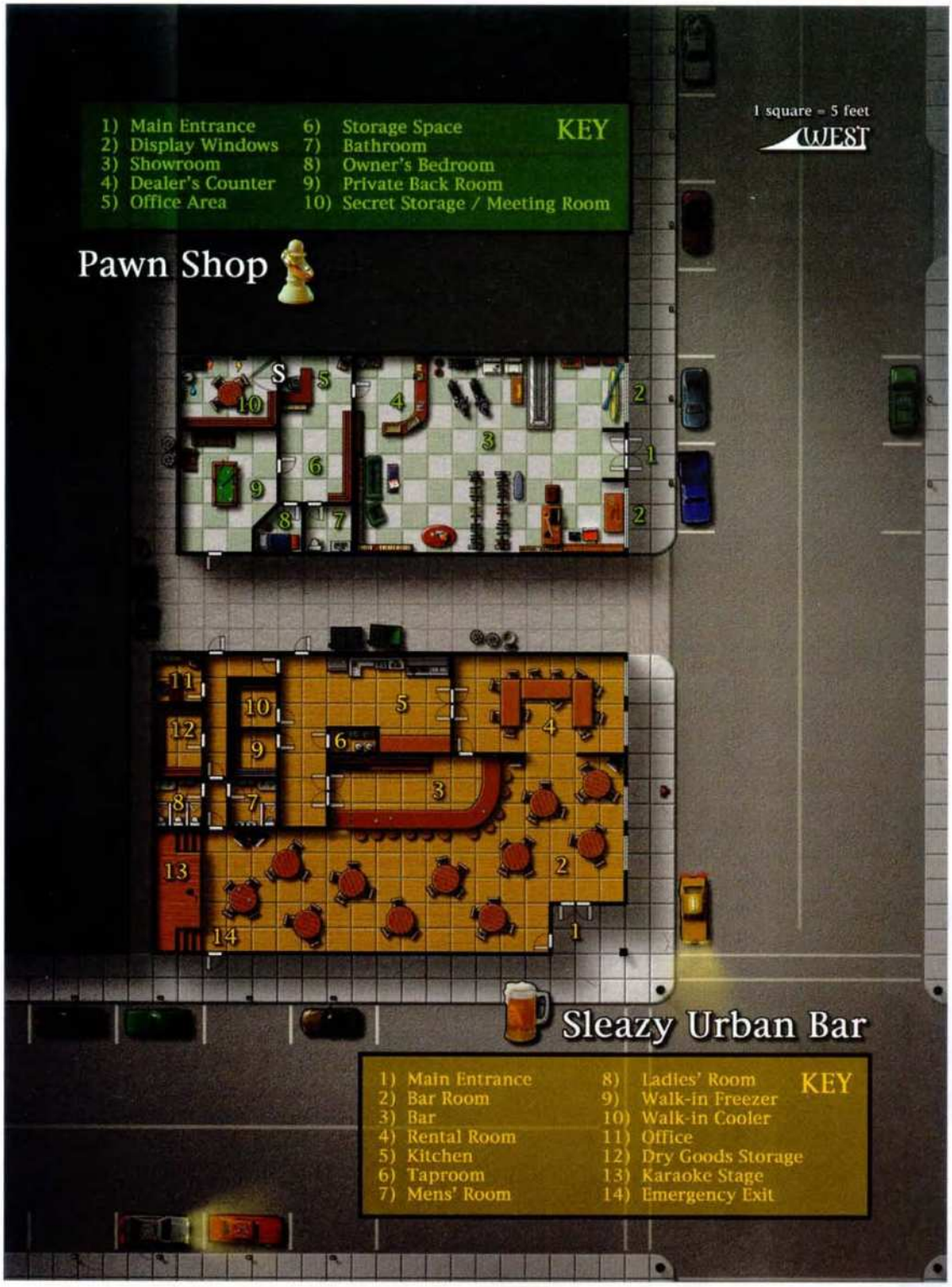
Zorl: CR 7; Huge aberration; HD 10d8+60; hp 105; Mas 21; Init +4; Spd 30 ft., burrow 20 ft.; Defense 20, touch 8; flat-footed 20 (+12 natural, –2 size); BAB +6/+1; Grap +22; Atk +12 melee (2d6+8 plus poison, bite); Full Atk +12 melee (2d6+8 plus poison, 6 bites); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ poison, fast healing 3, tremorsense; AL none; SV Fort +11, Ref +2, Will +4; AP 0; Ref +0; Str 27, Dex 11, Con 21, Int 1, Wis 14, Cha 8.

Skills: Listen +10, Spot +10.

Feats: Improved Initiative.

Poison: A zorl bite usually infects the victim with an agonizing poison, described by some as "setting the blood on fire." A DC 20 Fort save is needed to avoid the effects (1d8 Dex initial, 1d8 Con secondary).

Fast Healing: The zorl heals 3 points per round.

Tremorsense: While underground, the zorl can detect any object moving within 60 feet of its location.

Cartography by Christopher West